Curriculum Scheme and Syllabus

Sr. No.	Subject	Code	Scheme L-T-P	Credits (Min.)	Notional hours of Learning (Approx.)
	First Semester (1 st year of UG)				
1	Introduction to Computer Science	<u>CS101</u>	3-1-0	4	70
2	Introduction to Programming	<u>CS103</u>	3-0-2	4	85
3	Electrical Network Analysis	EE103	3-0-2	4	85
4	English and Professional Communication	HS110	3-1-0	4	70
5	Fundamentals of Engineering Mathematics	MA105	3-1-0	4	70
			Total	20	380
6	Vocational Training / Professional Experience	CSV01 /	0-0-10	5	200
	(Optional) (Mandatory for Exit)	CSP01			(20 x 10)
	Second Semester (1st year of UG)				
1	<u>Data Structures</u>	<u>CS102</u>	3-1-2	5	100
2	Web Programming and Python	<u>CS104</u>	3-0-2	4	85
3	Digital Electronics and Logic Design	EC106	3-0-2	4	85
4	Energy and Environmental Engineering	EG110	3-0-2	4	85
5	<u>Linear Algebra and Statistics</u>	MA106	3-1-0	4	70
6	Indian Value System and Social Consciousness	HS120	2-0-0	2	35
			Total	23	460
7	Vocational Training / Professional Experience	CSV02 /	0-0-10	5	200
	(Optional) (Mandatory for Exit)	CSP02			(20 x 10)
	Third Semester (2 nd year of UG)				
1	Computer Organization	<u>CS201</u>	3-1-0	4	70
2	<u>Database Management Systems</u>	<u>CS203</u>	3-0-2	4	85
3	Design and Analysis of Algorithms	<u>CS205</u>	3-1-0	4	70
4	Discrete Mathematics	<u>CS207</u>	3-1-0	4	70
5	Object Oriented Programming	<u>CS231</u>	3-0-2	4	85
			Total	20	380
	Fourth Semester (2 nd year of UG)				
1	Microprocessor and Interfacing Techniques	<u>CS202</u>	3-0-2	4	85
2	Computer Networks	<u>CS204</u>	3-0-2	4	85
3	Automata and Formal Languages	<u>CS206</u>	3-1-0	4	70
4	Artificial Intelligence	<u>CS232</u>	3-0-2	4	85
5	<u>Information Security</u>	<u>CS233</u>	3-0-2	4	85
			Total	20	410
6	Minor / Honor (M/H#1)	CS2CC	3-X-X	4	70/85
7	Vocational Training / Professional Experience	CSV04 /	0-0-10	5	200
	(Optional) (Mandatory for Exit)	CSP04			(20 x 10)

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B.Tech. Computer Science and Engineering

	Fifth Semester (3 rd year of UG)			-	
1	Operating Systems	CS301	3-0-2	4	85
2	Machine Learning	CS331	3-0-2	4	85
3	Professional Ethics, Economics and Business	MG210	3-1-0	4	70
	Management				
4	Elective	CS3AA	3-X-X	3/4	55/70/85
5	Institute Elective **	CS3BB	3-X-X	3/4	55/70/85
6	MOOC Course*	Ф	-	3/4	70/80
	*MOOC Course may be registered either in Fifth		Total	18/21-	350/420-
	or Sixth Semester			20/24	410/490
7	Minor / Honor (M/H#2)	CS3CC	3-X-X	4	70/85
	Sixth Semester (3 rd year of UG)				
1	<u>System Software</u>	<u>CS302</u>	3-0-2	4	85
2	Distributed Computing	<u>CS332</u>	3-0-2	4	85
3	Innovation, Incubation and Entrepreneurship	MG110	3-1-0	4	70
4	Elective	CS3DD	3-X-X	3/4	55/70/85
5	Institute Elective**	CS3EE	3-X-X	3/4	55/70/85
6	MOOC Course*	Φ	-	3/4	70/80
	*MOOC Course may be registered either in Fifth		Total	18/21-	350/420-
	or Sixth Semester			20/24	410/490
7	Minor / Honor (M/H#3)	CS3FF	3-X-X	4	70/85
8	Vocational Training / Professional Experience	CSV06 /	0-0-10	5	200
	(Optional) (Mandatory for Exit)	CSP06			(20 x 10)
	Seventh Semester (4 th year of UG)				
1	Cyber Physical Systems	<u>CS431</u>	3-0-2	4	85
2	Elective	CS4AA	3-X-X	3/4	55/70/85
3	<u>Elective</u>	CS4BB	3-X-X	3/4	55/70/85
4	Elective (Specialization#3)	CS4CC	3-X-X	3/4	55/70/85
5	Elective (Specialization#4)	CS4DD	3-X-X	3/4	55/70/85
			Total	16-20	305-425
6	Minor / Honor (M/H#4)	CS4EE	3-X-X	4	70/85
	Eighth Semester (4 th year of UG)				
1	Industrial Internship / Professional Experience	CSP08	0-0-40	20	800
	(Mandatory)				(20 x 40)
			Total	20	800

^{**} to be offered to the UG students of other departments

Sr. No.	Optional Core	Code	Scheme L-T-P
1	Artificial Intelligence	<u>CS232</u>	3-0-2
2	<u>Information Security</u>	CS233	3-0-2
3	Machine Learning	CS331	3-0-2
4	Distributed Computing	CS332	3-0-2
5	<u>Cyber Physical Systems</u>	<u>CS431</u>	3-0-2

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B.Tech. Computer Science and Engineering

Sr. No.	Elective	Code	Scheme L-T-P
1	Software Engineering	<u>CS351</u>	3-0-2
2	Foundations of Cryptography	CS352	3-1-0
3	<u>Unmanned Aerial Vehicle Technology</u>	<u>CS353</u>	3-0-2
4	Data Structures and Algorithms (for Minor)	CS254	3-0-2
5	Network Security	<u>CS355</u>	3-0-2
6	Social Network Analysis	CS356	3-0-2
7	High Performance Computing	<u>CS357</u>	3-0-2
8	<u>Unmanned Aerial Vehicles Information Systems</u>	<u>CS358</u>	3-0-2
9	Artificial Intelligence for Robotics	<u>CS359</u>	3-0-2
10	Blockchain Technology	CS360	3-0-2
11	<u>Data Science</u>	CS361	3-0-2
12	Cyber Laws and Forensic Tools	<u>CS451</u>	3-0-2
13	Big Data Analytics	CS452	3-0-2
14	<u>Drone Forensics</u>	<u>CS453</u>	3-0-2
15	Software Security	<u>CS454</u>	3-0-2
16	System Analysis and Simulation	<u>CS455</u>	3-0-2
17	Security in Cyber Physical Systems	<u>CS456</u>	3-0-0
18	Deep Learning	<u>CS457</u>	3-0-2
19	Machine Learning for Security	<u>CS458</u>	3-0-2
20	Natural Language Processing	<u>CS459</u>	3-0-2
21	Network Reconnaissance	<u>CS460</u>	3-0-0
22	Motion Analytics	CS461	3-0-2

Sr. No.	Institute Elective	Code	Scheme L-T-P
	Fifth Semester (3 rd year of UG)		
1	Object Oriented Programming	CS231	3-0-2
2	Soft Computing	CS365	3-0-2
	Sixth Semester (3 rd year of UG)		
1	Ethical Hacking	CS364	3-0-2
2	Computer Vision and Image Processing	CS368	3-0-2
3	Applied Machine Learning	CS372	3-0-2

	B.Tech. I Semester – I/II (For other disciplines)				
1	Fundamentals of Computer and Programming	CS110	3-0-2	4	85
	Five Years Integrated M.Sc. Physics M.Sc. II Semester -	· IV			
1	<u>Data Structures</u>	<u>CS102</u>	3-1-2	5	100

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B.Tech. I (CSE) Semester – I INTRODUCTION TO COMPUTER SCIENCE (CORE-1)	Scheme	L	Т	Р	Credit
CS101		3	1	0	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Acquire knowledge about computers and computational problem solving.
CO2	Design the solutions of computational problems using iterative and recursive methods using flowcharts and pseudo-codes.
CO3	Solve computational problems in different number systems.
CO4	Analyse the importance of different types of memory and evaluate the impact of different algorithms on memory.
CO5	Experiment with different operating systems such as Windows and Linux and write scripts to automate repetitive tasks.

2.	Syllabus		
	INTRODUCTION TO COMPUTER AND ITS ARCHITECTURE	(04 Hours)	
	Introduction and Characteristics, Computer Architecture, Generations, Capplications, Central Processing Unit and Memory, Communication between Processor Speed, Multiprocessor System, Peripheral Buses, Motherboard Demon	various Units,	
	NUMBER SYSTEMS	(06 Hours)	
	Introduction and type of Number System, Conversion between Number System, Operations in different Number System, Signed and Unsigned Number System.		
	COMPUTATIONAL PROBLEM SOLVING	(08 Hours)	
	Program Development Cycle, Pseudocode, Flowchart, Representing Information as System, Storing Integers, Storing Fractions, Examples of Computational Problems, Recursive Approaches to Solve Computational Problems, Easy and Hard Computational Problems		
	MEMORY AND VARIOUS INPUT AND OUTPUT DEVICES	(04 Hours)	

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Introduction to Memory, Input and Output Devices, Memory Hierarchy, Primary	•
its Types, Secondary Memory, Classification of Secondary Memory, Various Secondary Devices, and their Functioning.	ndary Storage
INTRODUCTION TO SYSTEM SOFTWARES AND PROGRAMMING LANGUAGES	(03 Hours)
Classification of Computer Languages, Introduction of Operating System, Evolution of OS, Unix Commands, Evolution and Classification of programm Feature and Selection of good Programming Language, Development of Program, Flowchart, Program Testing and Debugging, Program Documentation and Characteristics of good Program.	ing Language, Algorithm and
WINDOWS OPERATING SYSTEM AND ITS ENVIRONMENT	(03 Hours)
Introduction to GUI based OS, Configuration, Setup, Services, Network Configura	tion.
LINUX OPERATING SYSTEM AND ITS ENVIRONMENT	(06 Hours)
Introduction to Linux OS, Configuration, Setup, Commands – Navigating File Permissions (R/W/X), Access control and super user (sudo) privileges, Scriptin Shell and Scripting, Network Configuration.	•
DEBUGGING TOOLS AND COMPILER OPTION	(03 Hours)
Different Debugging tools, Commands, Memory dump, Register and Variant Instruction and Function level debugging, Compiler Options, Profile Generation.	able Tracking,
DATA COMMUNICATION, COMPUTER NETWORK AND INTERNET BASICS	(04 Hours)
Data Communication and Transmission media, Multiplexing and Switching, Comand Network Topology, Communication Protocols and Network Devices, Evoluting Internet Term, Getting Connected to Internet and Internet Application, Email and Searching the Web, Languages of Internet, Internet and Viruses.	tion and Basic
SYSTEM AND NETWORK SECURITY BASICS	(04 Hours)
Security Services, Security Attacks, and Security Mechanisms, Authentication Strengths and Entropy, Access Control Mechanisms, Read/Write/Execute Permiss User/Administrator Privileges, Introduction of HTTPS and Digital Certificates	
Tutorials will be based on the coverage of the above topics separately.	(15 Hours)

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3.	Tutorials
1	Number System
2	Problem Solving using Algorithms
3	Problem Solving using Flowcharts
4	Linux Commands
5	Bash Shell Scripting

4.	Books Recommended
1	"Introduction to Computer Science", 2/E, Pearson Education, ITL Education Solutions Limited, 2011.
2	Nell Dale and John Lewis, "Computer Science Illuminated", 8/E, Jones and Bartlett Publishers, 2023.
3	Robert Sedgewick and Kevin Wayne, "Computer Science: An Interdisciplinary Approach", Addison-Wesley, 2016.
4	Ashok N. Kamthane, Raj Kamal. "Computer Programming and IT", Pearson, 2012.
5	Pradip Dey, Manas Ghosh, "Computer Fundamentals and Programming in C", Oxford University Press, 2013.

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B.Tech. Computer Science and Engineering

B.Tech. I (CSE) Semester – I INTRODUCTION TO PROGRAMMING (CORE-2)	Scheme	L	Т	Р	Credit
CS103		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Acquire knowledge about fundamentals of C programming language.
CO2	Apply the knowledge of C Programming to solve computational problems.
CO3	Debug, test, and analyse C Programs to find and correct errors and improve the solutions.
CO4	Learn various programming techniques such as iteration and recursion, and apply them to solve computational problems.
CO5	Learn and apply the advanced programming concepts such as modularization, memory management, and file handling to improve the efficiency of computational problems.

2.	Syllabus	
	OVERVIEW OF C PROGRAMMING LANGUAGE	(02 Hours)
	History of C, Importance of C, Basic Structure of a C Program, How to Compile a C Program, Sample Programs.	rogram, How
	CONSTANTS, VARIABLES, AND DATA TYPES	(03 Hours)
	Character Set in C, Keywords, Identifiers, Constants, Strings, Operators, Spec Variables, Data Types: Primary Data Types and User Defined Data Types, De Variables, Assigning Values to Variables, Initialization of Variables, Defining Symbol Declaring Variables as Constants.	claration of
	OPERATORS AND EXPRESSIONS	(03 Hours)
	Operators: Arithmetic, Relational, Logical, Assignment, Increment and Decrement, Bitwise, Comma Operator, sizeof Operator, Operators used in Pointers and Arithmetic Expressions, How C programming Evaluates Arithmetic Expressions, Pr Arithmetic Operators and Associativity Rule, Type Conversion: Implicit and Explicit.	Structures, ecedence of
	LIBRARY FUNCTIONS: INPUT, OUTPUT, MATHEMATICS, DATE AND TIME	(03 Hours)
	Reading Character from Keyboard, Printing Character on Screen, Reading String fro Printing String on Screen, Formatting input and Output, difftime, clock, time, Matabs, fmod, reminder, log, log2, pow, sqrt, ceil, floor.	•

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DECISION MAKING AND BRANCHING	(04 Hours)
Decision Making in C Programming, If Statement, Nested If Statement, Else Statement, Conditional Operator Statement, Goto Statement, Decision MacOperators, Sample Programs.	
DECISION MAKING AND LOOPING	(05 Hours)
Introduction to Loops, While Loop, Do While Loop, For Loop, Break Statement Continue Statement, Sample Programs.	t, Goto Statement,
ARRAYS AND CHARACTER ARRAYS	(05 Hours)
Introduction to Arrays, One Dimensional Array, Declaration and Initi Dimensional Array, Two Dimensional Array, Declaration and Initialization of Array, Multi-Dimensional Array, Sample Programs, Declaration and Initial Arithmetic Operations on Characters, String Functions: Strlen(), Strcat(), Strcmp(), etc.	Two Dimensional ization of Strings,
	(05 Hours)
FUNCTIONS	(65 1164115)
FUNCTIONS Function Declaration, Function Definition, Function Calls, Functions with No A Return Values, Functions with Arguments and No Return Values, Functions with Arguments and Return Values, Recursive Arrays to Functions, Call by Value, Call by Reference, Scope and Lifetime of Global, Static, and Register Declaration.	 Arguments and No vith No Arguments Functions, Passing
Function Declaration, Function Definition, Function Calls, Functions with No A Return Values, Functions with Arguments and No Return Values, Functions was and Return Values, Functions with Arguments and Return Values, Recursive Arrays to Functions, Call by Value, Call by Reference, Scope and Lifetime or	 Arguments and No vith No Arguments Functions, Passing
Function Declaration, Function Definition, Function Calls, Functions with No A Return Values, Functions with Arguments and No Return Values, Functions was and Return Values, Functions with Arguments and Return Values, Recursive Arrays to Functions, Call by Value, Call by Reference, Scope and Lifetime of Global, Static, and Register Declaration.	Arguments and No vith No Arguments Functions, Passing Functions: Local, (04 Hours) Structure Variable Structures, Passing
Function Declaration, Function Definition, Function Calls, Functions with No A Return Values, Functions with Arguments and No Return Values, Functions was and Return Values, Functions with Arguments and Return Values, Recursive Arrays to Functions, Call by Value, Call by Reference, Scope and Lifetime of Global, Static, and Register Declaration. STRUCTURES AND UNIONS Structure Template, Structure Variable Declaration and Initialization, Structure Template, Structure Variables, Arrays as Structure, Arrays with Structure, A	Arguments and No vith No Arguments Functions, Passing Functions: Local, (04 Hours) Structure Variable Structures, Passing
Function Declaration, Function Definition, Function Calls, Functions with No A Return Values, Functions with Arguments and No Return Values, Functions wand Return Values, Functions with Arguments and Return Values, Recursive Arrays to Functions, Call by Value, Call by Reference, Scope and Lifetime of Global, Static, and Register Declaration. STRUCTURES AND UNIONS Structure Template, Structure Variable Declaration and Initialization, Structure Template, Structure Variables, Arrays as Structure, Arrays with Structure Members to Functions, Unions, Difference Between Structures and	Arguments and No vith No Arguments Functions, Passing Functions: Local, (04 Hours) Structure Variable Structures, Passing Unions, Bit Fields. (05 Hours) Pointers, Dynamic ree, Using Pointers
Function Declaration, Function Definition, Function Calls, Functions with No A Return Values, Functions with Arguments and No Return Values, Functions wand Return Values, Functions with Arguments and Return Values, Recursive Arrays to Functions, Call by Value, Call by Reference, Scope and Lifetime of Global, Static, and Register Declaration. STRUCTURES AND UNIONS Structure Template, Structure Variable Declaration and Initialization, Structure Members to Functions, Unions, Difference Between Structures and POINTERS AND MEMORY MANAGEMENT Declaration and Initialization of Pointers, Accessing Memory through Memory Allocation, Memory Management Functions: Malloc, Calloc, and Fred to Access Dynamically Allocated Memory Locations, Pointers with Arrays, Inc.	Arguments and No vith No Arguments Functions, Passing Functions: Local, (04 Hours) Structure Variable Structures, Passing Unions, Bit Fields. (05 Hours) Pointers, Dynamic ree, Using Pointers
Function Declaration, Function Definition, Function Calls, Functions with No Return Values, Functions with Arguments and No Return Values, Functions wand Return Values, Functions with Arguments and Return Values, Recursive Arrays to Functions, Call by Value, Call by Reference, Scope and Lifetime or Global, Static, and Register Declaration. STRUCTURES AND UNIONS Structure Template, Structure Variable Declaration and Initialization, Structure Members to Functions, Unions, Difference Between Structures and Pointers And Memory Management Pointers And Memory Management Functions: Malloc, Calloc, and Fred to Access Dynamically Allocated Memory Locations, Pointers with Arrays, Return Multiple Values From Functions, Sample Program: Linked List.	Arguments and No vith No Arguments Functions, Passing Functions: Local, (04 Hours) Structure Variable Structures, Passing Unions, Bit Fields. (05 Hours) Pointers, Dynamic ree, Using Pointers to (04 Hours)

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Macro Substitution, Importing a File, Compiler Control Directives.	
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours	= 75 Hours)

3.	Practicals
1	C Programming – How to write a program, compile a program, and execute a program
2	Read the input from a keyboard and write the output to computer screen
3	Variable declaration, initialization, and assignment, Constant declaration, Experiments with different data types
4	Experiments with different C Operators, Analysing the impact of precedence and associativity rules while evaluating expressions in C
5	Experiments with standard library functions related to math library, time library, standard input and output library etc.
6	Experiments with If, Else If, Switch, Goto statements
7	Experiments with While, DoWhile, For Loops, and analysing the impact of Break, Goto and
	Continue statements on C Loops
8	Experiments with Arrays and Character Arrays
9	Experiments with Different Functions having Arguments/No Arguments and Return
	Values/No Return Values, Scope and Lifetime of Functions, and Understanding Local, Global,
	Static, and Register Declaration
10	Experiments with Structures and Unions, Analysing the difference between the structure and
	union with respect to memory
11	Experiments with Pointers with respect to Accessing Memory from the Stack and Heap
	Section of the RAM (i.e., Experiments with Static and Dynamic Memory Management)
12	Opening, Closing the Files using a C program, and accessing the files to get the input from the
	file and store the output to the file.
13	Experiments with pre-processor directives.

4.	Books Recommended
1	E. Balagurusamy, "Programming in ANSI C", 8/E, Mc-Graw Hill, 2019.
2	Brian W. Kernighan / Dennis Ritchie, "The C Programming Language", 2/E, Pearson, 2021.
3	Yashavant Kanetkar, "Let us C",19/E, BPB Publications, 2022.
4	Samuel P. Harbison and Guy L. Steele, "C: A Reference Manual". 5/E, Pearson, 2002.
5	Byron S Gottfried, "Programming with C", 4/E, Tata McGraw-Hill, 2018.

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B.Tech. Computer Science and Engineering

B.Tech. I (CSE) Semester – I ELECTRICAL NETWORK ANALYSIS	Scheme	L	Т	Р	Credit
EE103		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	acquire knowledge about AC circuits, electrical network basics, transforms, wave form representation.
CO2	apply the fundamentals of electrical network basics to analyse different networks.
CO3	analyse electrical network using different theorems and different wave forms.
CO4	evaluate network performance using different parameters.
CO5	design and analyse different types of systems using network principles and network theorems.

2.	Syllabus	
	AC FUNDAMENTALS AND CIRCUITS	(08 Hours)
	Alternating Voltages and Currents through Purely Resistive Inductive and Capacitiv L, R-C, R-L-C Series Circuits, Impedance and Admittance, Circuits in Parallel, Series Resonance, Complex Algebra and its Application to Circuit Analysis, Circuit Transier Final Value Theorem, DC and Induction Machines, Electrical Measurements, Power	and Parallel nt, Initial and
	POLYPHASE CIRCUITS AND TRANSFORMES	(05 Hours)
	Balanced Three Phase Systems, Star and Mesh Connections, Relation between Lin Quantities, Measurement of Power, Principle of Transformer, Construction, Transford and with load, Phasor Diagram for Transformer under No-Load and Loaded Counity, lagging power factor load) Equivalent Circuit, Open Circuit and Short Efficiency, Voltage Regulation.	ormer on no- ndition (with
	NETWORK CONCEPTS	(04 Hours)
	Network Element Symbols and Conventions, Active Element Conventions, Current Conventions, Loops and Meshes, Nodes, Coupled circuits and Dot Conventions.	and Voltage
	MESH CURRENT AND NODE VOLTAGE NETWORK ANALYSIS	(07 Hours)
	Kirchhoff's Voltage Law, Kirchhoff's Current Law, Definitions of Mesh Current and No Choice of Mesh Currents or Nodal Voltages for Network Analysis, Self and Mutual Mesh Equation in the Impedance Matrix Form by Inspection, Solution of Linear Mes	Inductances,

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Nodal Voltage Analysis Nodal Equations in the Form of Admittance Matr	ices by Inspection,	
Solution of Linear Nodal Equations.		
NETWORK THEOREMS AND GRAPH	(07 Hours)	
Linearity and Superposition, Independent and Dependent Source and the Thevenin, Norton, Reciprocity and Maximum Power Transfer Theorems, Use in Circuit Analysis, Duality and Dual of a Planner Network, Fundamental Coof Graph and Various Related Terms, Paths and Circuits Connections, Tree of and Tie Sets, Non-separable Planner and Dual Graphs, Matrices of Oriented and Inter-Relationship of Incidence, Tie Set and Cut Set Matrices, Complete Set and Cut Set Matrices.	of these Theorems oncepts, Definition of a Graph, Cut Sets Graphs, Properties	
WAVE FORM ANALYSIS BY FOURIER SERIES	(06 Hours)	
Trigonometric and Complex Exponential Forms, Frequency Spectra of Per Fourier Integral and Continuous Frequency Spectra, Fourier Transform and with Laplace Transform.	•	
NETWORK FUNCTIONS AND TWO PORT PARAMETERS	(08 Hours)	
Poles and Zeros of a Function, Physical and Analytical Concepts, Terminal and Terminal Pairs, Driving Point Immitances, Transfer Functions, Definitions, Calculations and Interrelationship of Impedance, and Admittance, Hybrid and Transmission Line Parameters for four Terminal Networks. Image Impedance and its Calculations for Symmetrical and Unsymmetrical π , T and Ladder Networks.		
Practicals will be based on the coverage of the above topics separately.	(30 Hours)	
(Total Contact Time: 45 Hours + 30	Hours = 75 Hours)	

3.	Practicals
1	To study Ammeter and Voltmeter for current and voltage measurement in circuit.
2	To study Energy meter.
3	Verification of superposition theorem for electric circuit.
4	To study Power measurement method for three phase circuits using watt meter method.
5	Verification of Thevenin's theorem of electric circuit.
6	Calculation and verification Norton's theorem.
7	Open circuit and short circuit test for the transformers for efficiency calculation.
8	Verification of Kirchhoff's current law and Kirchhoff's voltage law for electric circuit.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

9	Capacitance measurement of parallel plates.
10	Calculation of efficiency of auto transformer.

4.	Books Recommended
1	W.H.Hyat, J.E.Kemmerly, S.M.Durbin, "Engineering Circuit Analysis", 6 th Edition, TMH, 2006.
2	Van Valkenburg M E, "Network Analysis", 3 rd Edition, PHI, 2002.
3	Samarjit Ghosh, "Network Theory, Analysis & Synthesis",3 rd Edition, PHI, 2005.
4	C.L.Wadhwa, "Network Analysis & Synthesis", Revised 3 rd Edition, New Age International Publishers, 2007.
5	Kothari and Nagrath, "Basic Electrical Engineering", 2 nd edition, Tata McGraw-Hill Education, 2007.

ADDITIONAL REFERENCE BOOKS

V. N. Mittle & Arvind Mittal, "Basic Electrical Engineering", 2nd edition, Tata McGraw-Hill Education, 2005.

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B.Tech. Computer Science and Engineering

B.Tech. I (CSE) Semester – I FUNDAMENTALS OF ENGINEERING MATHEMATICS	Scheme	L	Т	Р	Credit
MA105		3	1	0	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Accept the challenge to solve the problem with Mathematics.
CO2	Apply the knowledge of curve tracing to solve problem of engineering.
CO3	Identify, formulate and analyze complex engineering and affiliated field problems, specifically
	the differential equation concept in different engineering field.
CO4	Apply the knowledge of mathematics for model and analyze computational processes using
	analytic and combinatorial methods
CO5	Design solutions engineering industrial problems with effective mathematical skill.

2.	Syllabus					
	DIFFERENTIAL CALCULUS	(09 Hours)				
	Differentiation of Hyperbolic and Inverse Hyperbolic functions. Successive Differentiation standard forms, Leibnitz's theorem and applications, Power series, Expansion of function Taylor's and Maclaurin's series. Curvature, Radius of curvature for Cartesian curve wire application.					
	PARTIAL DIFFERENTIAL CALCULUS	(09 Hours)				
	Partial differentiation, Euler's theorem for homogeneous function, Modified Euler's theorem Taylor's and Maclaurin's series for two variables. Tangent plane and Normal line, Error an Approximation, Jacobians with properties, Extreme values of function of two variable Lagrange's methods of undetermined multipliers.					
	CURVE TRACING	(06 Hours)				
	Cartesian, polar and parametric form of standard curves.					
	ORDINARY DIFFERENTIAL EQUATION	(09 Hours)				
	Reorientation of differential equation first order first degree, exact differential equation and Integrating factors, first order higher degree odes, solvable for p, y and x, Solution of homogenous equations higher order, complementary functions, Particular Integrals, Linear differential equation with variable coefficient, Cauchy's Euler and Legendre's equation with variable coefficient, Method of variation of parameters.					
	APPLICATION OF DIFFERENTIAL EQUATION (MATHEMATICAL MODELLING)	(06 Hours)				

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Modelling of Realworld problems particularly Engineering System, Electrical network models (LCR), spread of epidemic (SI, SIS, SIR), Newton's Law of cooling, Compartment modelling, Bending of beam models.				
SERIES SOLUTION AND SPECIAL FUNCTIONS	(06 Hours)			
Regular point, Singular point, series solution of ODE of 2nd order with variable coefficient special emphasis to differential equation of Legendre's and Bessel's for different cases of of indicial equations.				
Tutorials will be based on the coverage of the above topics separately.	(15 Hours)			
(Total Contact Time: 45 Hours + 15 Hours = 60				

3.	Tutorials
1	Problems on Array
2	Problems on Stack and Queue
3	Problems on Linked List
4	Problems on Trees
5	Problems on Graph

4.	Books Recommended
1	James Stewart, "Calculus", Thomson Asia, Singapore, 2003.
2	Kreyszing E., "Advanced Engineering Mathematics", John Wiley & Sons, Singapore, Int. Student Ed. 2015.
3	Wiley C. R., "Advanced Engineering Mathematics", McGraw Hill Inc., New York Ed. 1993.
4	F. B. Hilderband, "Methods of Applied mathematics", PHI, New Delhi, 1968
5	Ramana D. V., "Higher Engg. Mathematics", The McGraw-Hill Inc., New Delhi, 2007.

ADD	ADDITIONAL REFERENCE BOOKS					
1	Srimanta Pal, Subodh C. Bhunia, "Engineering Mathematics", Oxford University Press, New Delhi, 2015.					
2	Bali and Iyengar, "Engineering Mathematics", Laxmi Publications, New Delhi, 2004.					
3	Mary L. Boas, "Mathematical Methods in the Physical Sciences", John Wiley & Sons, Ed. 2005.					

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B.Tech. Computer Science and Engineering

B.Tech. II (CSE) Semester – III DATA STRUCTURES (CORE-3)	Scheme	L	Т	Р	Credit
CS102		3	1	2	05

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	recognize the need of different data structures and understand its characteristics.
CO2	apply different data structures for given problems.
CO3	design and analyse different data structures, sorting and searching techniques.
CO4	evaluate data structure operations theoretically and experimentally.
CO5	give solution for complex engineering problems.

2.	Syllabus				
	INTRODUCTION TO DATA STRUCTURES	(03 Hours)			
	Review of Concepts: Information and Meaning, Abstract Data Types, Internal Report of Primitive Data Structures, Arrays, Strings, Structures, Pointers.				
	LINEAR LISTS	(06 Hours)			
	Sequential and Linked Representations of Linear Lists, Comparison of Insertion, I Search Operations for Sequential and Linked Lists, Doubly Linked Lists, Circular I Standard Template Library (STL), Applications of Lists.				
	STACKS	(06Hours)			
	Sequential and Linked Implementations, Representative Applications such as Expression Evaluation Viz., Infix, Prefix and Postfix, Parenthesis Matching, Towe Wire Routing in a Circuit, Finding Path in a Maze.	-			
	QUEUES	(06 Hours)			
	Operations of Queues, Circular Queue, Priority Queue, Dequeue, Applications Simulation of Time Sharing Operating Systems, Continuous Network Monitoring S	•			
	SORTING AND SEARCHING	(04 Hours)			

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Sorting Methods, Bubble Sort, Selection Sort, Quick Sort, Radix Sort, Bucket Sort, Hashing, Analysis of Collision Resolution Techniques, Searching Methods, Linear Se Search, Character Strings and Different String Operations.	•
TREES	(08 Hours)
Binary Trees and Their Properties, Terminology, Sequential and Linked Implement Traversal Methods and Algorithms, Complete Binary Trees, General Trees, AVL Tree Trees, Arithmetic Expression Evaluation, Infix-Prefix-Postfix Notation Conversio Priority Queues, Heap Implementation, Insertion and Deletion Operations, Heapso Huffman Coding, Tournament Trees, Bin Packing.	es, Threaded n, Heaps as
MULTIWAY TREES	(05 Hours)
Issues in Large Dictionaries, M-Way Search Trees, BTrees, Search, Insert and Delete Height of B-Tree, 2-3 Trees, Sets and Multisets in STL.	Operations,
GRAPHS	(07 Hours)
Definition, Terminology, Directed and Undirected Graphs, Properties, Connectivit Applications, Adjacency Matrix and Linked Adjacency Chains, Graph Traversal, E and Depth First Traversal, Spanning Trees, Shortest Path and Transitive Close Networks, Topological Sort and Critical Paths.	Breadth First
Tutorials will be based on the coverage of the above topics separately	(15 Hours)
Practicals will be based on the coverage of the above topics separately	(30 Hours)
(Total Contact Time: 45 Hours + 15 Hours + 30 Hours	= 90 Hours)

3.	Tutorials
1	Problems on Array
2	Problems on Stack and Queue
3	Problems on Linked List
4	Problems on Trees
5	Problems on Graph

4.	Practicals
1	Implementation of Array and its applications

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B.Tech. Computer Science and Engineering

2	Implementation of Stack and its applications
3	Implementation of Queue and its applications
4	Implementation of Link List and its applications
5	Implementation of Trees and its applications
6	Implementation of Graph and its applications
7	Implementation of Hashing functions and collision resolution techniques
8	Mini Project (Implementation using above Data Structure)

5.	Books Recommended
1	Trembley & Sorenson: "An Introduction to Data Structures with Applications", 2/E, TMH, 1991.
2	Tanenbaum & Augenstein: "Data Structures using C and C++", 2/E, Pearson, 2007.
3	Horowitz and Sahani: "Fundamentals of Data Structures in C", 2/E, Silicon Press, 2007.
4	T. H. Cormen, C. E. Leiserson, R. L. Rivest: "Introduction to Algorithms",3/E, MIT Press, 2009.
5	Robert L. Kruse, C. L. Tondo and Brence Leung: "Data Structures and Program Design in C", 2/E, Pearson Education, 2001.

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B.Tech. Computer Science and Engineering

B.Tech. I (CSE) Semester – II	Scheme	L	Т	Р	Credit
WEB PROGRAMMING AND PYTHON (CORE-4)		•	•	•	0.4
CS104		3	U	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	acquire knowledge about the basics of web pages, need of web server, configuration, client and server side scripting, style of web pages and script programming.
CO2	install and configure the web server and apply the knowledge of programming to develop web application pages using html, style sheets, client and server side scripts using script programming.
CO3	analyse given problem for the requirement of html, style sheets, client side or server side script with different programming constructs.
CO4	evaluate web application programming solutions with different aspects like the presentation and working of the web application and usage of different scripting constructs.
CO5	utilize the standard tools for design and development of web project solution for given problems by integrating html, client and server pages with style and scripting.

2.	Syllabus	
	INTRODUCTION	(03 Hours)
	Basics of Internet, World Wide Web, HTTP Protocol, Universal Resource Locator, Different Types of Web Servers, Domain Name Server, Web Server Configurati Browser, Web Document and Mark-Up Language, Hypertext Mark-Up Language, I Web Site Organization, Content Organization, Web Server on Different Opera Platforms, Web Applications, Web Interface, Web Standards & Accessible Design.	on, Internet Hypermedia,
	STATIC AND DYNAMIC WEB PAGES, STYLE SHEETS AND WEB PUBLISHING	(17 Hours)
	Web Page, Static Web Page, Hypertext Mark-Up Tags, Handling Font Style, Types, Etc., Handling Table, List, Images, Graphics, Menu Etc; Forms, Input Text Box, Drop I Name Variable, Cookie Management, Session Management, Animation, Structure Image Mapping, Link Setup In Image, Frames, Structuring Web Pages Us Multimedia Handling, Linking To Pages; Dynamic Web Pages and Scripting - Scripting Dynamic Pages and Forms Validation, Validation of Input Text Box, Dynamic Drop I Validation and Accessing Name Variable-Value Pair, Cookie Management Through Session Management through Scripting, Animation through Scripting, Dynamic Image Through Scripting, Link Handling through Scripting, Multimedia Handling through Web Page Designing using Style Sheet, Different Types of Style Sheet, Defining Defin	Down Menu, we Web Pages, ing Frames, ng Language, Down Menu, gh Scripting, age Mapping gh Scripting;

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Export and Importing Style Sheet, Cascade Style Sheet. Web Hosting and Publishin	ng - Different
Steps of Web Hosting and Publishing, Documents Interchange Standards, Website	e Evaluation,
Components of Web Publishing, Document Management, Search Engines, and Re	egistration of
a Web Site on Search Engines, Publishing Tools.	
PYTHON PROGRAMMING	(25 Hours)
Basics of Python Programming: Variables, Keywords, Expressions, Data Types, O	perators and
Operands, Assignments, Order of Operations, Controlling Statements, Branching	g and Loops,
Functions, Definitions, Arguments, Returning Values, Scopes, Recursive Function	ns, Modules
and Import, Strings, Tuples, and Lists; Handling Exceptions – Try/Except, Standard	d Exceptions,
Exceptions as Control Flow Mechanisms; Object Oriented Programming – Class	ses, Abstract
Data Types, Inheritance, Encapsulation; Debugging – Syntax errors, Runtime Erro	ors, Semantic
Errors, Test Cases; Files – Reading, Iterating over Lines, Finding a File in File sys	tem, Writing
Data to Files, CSV Format, Read and Write To/From CSV File; Dictionaries – I	ntroduction,
Dictionary Operations, Aliasing, Copying, Dictionary Accumulation, Introduction	n to Module
Packages.	
Practicals will be based on the coverage of the above topics.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours	s = 75 Hours)

3.	Practicals
1	To prepare the web page using hypertext markup language
2	To study and setup the web server for implementation
3	To learn client side scripting
4	To learn server side scripting
5	To apply style to the web pages
6	To implement functions for files
7	To implement dictionary

4.	Books Recommended
1	Martin C. Brown, "Python: The Complete Reference, Osborne, McGraw-Hill, 2018.
2	Thomas Powell and fritz Schneider, "JavaScript: The Complete Reference, McGraw-Hill, 2017.
3	J. Sklar, "Principles of Web Design", 7/E, Cengage Learning, 2017.
4	H. Deitel, A. Deitel, "Internet and World Wide Web How to Program", 5/E, Pearson, 2012.

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5	John V. Guttag, "Introduction to Computation and Programming Using Python", MIT Press,
	2013 Edition.

ADD	ADDITIONAL REFERENCE BOOKS					
1	M. L. Young," The Complete reference of Internet", Tata Mc Graw Hill, 2/E, 2002.					
2	W. G. Lehnert, "Internet 101, 1/E, Person Education, 2001.					
3	B. Underdahle and K. Underdahle, "Internet and Web Page/ Website design", 2/E, IDG Books India (P) Ltd., 2001.					
4	D. Comer, "The Internet Books," Prentice Hall of India, 5/E, 2018.					

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B.Tech. Computer Science and Engineering

B.Tech. I (CSE) Semester – II DIGITAL ELECTRONICS AND LOGIC DESIGN	Scheme	L	Т	Р	Credit
EC106		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, students will be able to
CO1	acquire knowledge about different types of diodes and circuits.
CO2	apply the knowledge of gates, Boolean algebra and operational amplifier in designing logical and integrated circuits.
CO3	analyse the logical, integrated, and operational amplifier based circuits.
CO4	evaluate the different circuits and compare their performance.
CO5	design ALU and control unit.

2.	Syllabus				
	PN DIODE AND TRANSITOR	(07 Hours)			
	PN Diode Theory, PN Characteristic and Breakdown Region, PN Diode Application as Rec Zener Diode Theory, Zener Voltage Regulator, Diode as Clamper and Clipper, Photodiode Theory, Theory, 7 Segment LED Circuit Diagram and Multi Colour LED, LASER Diode Theory, Applications, Bipolar Junction Transistor Theory, Transistor Symbols And Terminals, Con Collector, Emitter and Base Configurations, Different Biasing Techniques, Concept of Tran Amplifier, Introduction to FET Transistor And Its Feature.				
	WAVESHAPING CIRCUITS AND OPERATIONAL AMPLIFIER				
	Linear Wave Shaping Circuits, RC High Pass and Low Pass Circuits, RC Integrator and Differential Circuits, Nonlinear Wave Shaping Circuits, Two Level Diode Clipper Circuits, Clamping Circuit Operational Amplifier OP-AMP with Block Diagram, Schematic Symbol of OP-AMP, 741 Packa Style and Pinouts, Specifications of Op-Amp, Inverting and Non-Inverting Amplifier, Volta Follower Circuit, Multistage OP-AMP Circuit, OP-AMP Averaging Amplifier, OP-AMP Subtractor.				
	BOOLEAN ALGEBRA AND SWITCHING FUNCTIONS	(04 Hours)			
	Basic Logic Operation and Logic Gates, Truth Table, Basic Postulates and Fundamental Theorem of Boolean Algebra, Standard Representations of Logic Functions- SOP and POS Forms Simplification of Switching Functions-K-Map and Quine-Mccluskey Tabular Methods, Synthesis of Combinational Logic Circuits.				
	COMBINATIONAL LOGIC CIRCUIT USING MSI INTEGRATED CIRCUITS				

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Practicals will be based on the coverage of the above topics separately.	
Control Organization; Hard-Wired Control; Micro Program Control; Control Of Proc Control.	essor Unit; PLA
CONTROL LOGIC DESIGN	(04 Hours)
Processor Organization; Design of Arithmetic Logic Unit; Design of Accumulator.	
PROCESSOR LOGIC DESIGN	(03 Hours
Arithmetic, Logic and Shift Micro-Operation; Conditional Control Statements; Floating-Point Data; Arithmetic Shifts; Instruction Code and Design Of Simple Con	
REGISTER TRANSFER LOGIC	(04 Hours)
Basic Concepts of Counters and Registers; Binary Counters; BCD Counters; Up Johnson Counter, Module-N Counter; Design of Counter Using State Diagra Sequence Generators; Shift Left and Right Register; Registers with Parallel Load; Sc Out (SIPO) And Parallel-In-Serial-Out (PISO); Register using Different Type of Flip-	ms and Table; erial-In-Parallel-
SEQUENTIAL LOGIC CIRCUIT DESIGN	(06 Hours)
Basic Concepts of Sequential Circuits; Cross Coupled SR Flip-Flop Using NAND of Flip-Flop Rise Condition; Clocked Flip-Flop; D-Type and Toggle Flip-Flops; Tre Excitation Tables for Flip-Flops; Master Slave Configuration; Edge Triggered and Flip-Flops; Elimination of Switch Bounce using Flip-Flops; Flip-Flops with Preset and	uth Tables and Level Triggered
INTRODUCTION TO SEQUENTIAL LOGIC CIRCUITS	(04 Hours)
Demultiplexer Circuits; Implementation of Boolean Functions Using Decoder a Arithmetic and Logic Unit; BCD to 7-Segment Decoder; Common Anode and Comi Segment Displays; Random Access Memory, Read Only Memory and Erasable ROMS; Programmable Logic Array (PLA) and Programmable Array Logic (PAL).	non Cathode 7

3.	Practicals
1	Study of BJT Characteristics
2	Study of CE Amplifier
3	Study of RC Coupled / Tuned Amplifier
4	Study of FET Characteristics

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5	Study of Diode Clipper Circuits
6	Study of Diode Clamper Circuits
7	Study and Implement RC Low Pass and High Pass Filter Circuits
8	Study and Implement RC Integrator Circuits
9	Study and Implement RC Differentiator Circuits
10	Full and Half-Adder/ Half-subtarctor Circuits using a serial Input
11	4-Bit Gray to Binary/ Binary to Gray Code convertor using Select input
12	Logic expression with the Help of MUX IC 74153
13	Flip-flops using NAND/ NOR Gate
14	Modulo-7 Ripple Counter
15	4-Bit Shift Left/Right Register
16	Sequence Generator

4.	Books Recommended
1	Schilling Donald L. and Belove E., "Electronics Circuits- Discrete and Integrated", 3rd Ed., McGraw-Hill, 1989, Reprint 2008.
2	Millman Jacob, Halkias Christos C. and Parikh C., "Integrated Electronics", 2nd Ed., McGraw-Hill, 2009.
3	Taub H. and Mothibi Suryaprakash, Millman J., "Pulse, Digital and Switching Waveforms", 3rd Ed., McGraw-Hill, 2014.
4	Mano Morris, "Digital Logic and Computer Design", 5th Ed., Pearson Education, 2005.
5	Lee Samual, "Digital Circuits and Logic Design", 1st Ed., PHI, 1998.

ADD	ADDITIONAL REFERENCE BOOKS						
1	Malvin Albert & David J. Bates, "Electronic Principles", 7th edition, Tata McGraw Hill, 2007.						
2	De Debashis, "Basic of Electronics", 1st Ed., Pearson Education, 2008.						
3	Floyd and Jain, "Digital Fundamentals", Pearson Education, 2006.						

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B.Tech. Computer Science and Engineering

B.Tech. I (CSE) Semester – II	Scheme	L	Т	Р	Credit
ENERGY AND ENVIRONMENTAL ENGINEERING		3	0	2	04
EG110					

1.	Course Outcomes (COs):
	At the end of the course, students will be able to
CO1	Explain the components of ecosystems, various biogeochemical cycles and importance of different urban network services.
CO2	Differentiate between various types of environmental pollution along with their impacts and regulatory standards.
CO3	Examine various global environmental issues and their management.
CO4	Discuss the fundamental principles of energy, including classification, conservation and related policy frameworks and regulations.
CO5	Get acquainted with the concept of energy systems and their components.

2.	Syllabus					
	ENVIRONMENT AND ECOSYSTEMS	(10 Hours)				
	Introduction: Concept of an ecosystem - structure and functions of ecosystem; Components ecosystem - producers, consumers, decomposers; Food chains, food webs, ecologi pyramids, energy flow in ecosystem; Bio-geochemical cycles, hydrologic cycle, Components environment and their relationship, impact of technology on environment, environment degradation, environmental planning of urban network services such as water supposewerage, solid waste management; closed loop cycle, concepts of sustainability.					
	ENVIRONMENTAL POLLUTION (10 Ho					
	Water, air, soil, noise, thermal and radioactive, marine pollution - sources, effects a engineering control strategies; Centralized and decentralized treatment system, Drinking wa quality and standards, ambient air and noise standards.					
	GLOBAL ENVIRONMENTAL ISSUES AND ITS MANAGEMENT (10 Hours Engineering aspects of climate change, concept of carbon credit, CO ₂ sequestration, concept of environmental impact assessment and environmental audit, life cycle assessment.					
	BASICS OF ENERGY AND ITS CONSERVATION	(07 Hours)				
	Classification of energy sources, Global and national energy scenario, Fossil and alternate fand its characterization. General aspects of energy conservation and management; En conservation act, Energy policy of company; Need for energy standards and labelling; En building codes.					

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

INTRODUCTION TO ENERGY CONSERVATION SYSTEMS	(08 Hours)	
Energy conversion systems: Working principle, Basic components, General functioning and normal rating specifications of various energy conversion systems like Power plant, Pump, Refrigerator, Air-conditioner, Internal combustion engine, Solar PV cell, Solar water heating system, Biogas plant. Wind turbine, Fuel cells.		
Practicals will be based on the coverage of the above topics separately.	(30 Hours)	
(Total Contact Time: 45 Hours + 30 H	ours = 75 Hours)	

3.	Practicals
1	Performance Test on a computerised single cylinder diesel engine
2	Performance Test on Three-cylinder petrol engine
3	Determination of COP of vapor compression refrigeration system
4	Study of General Motors Cruze Vehicle Automotive System
5	Study of MG Hector Vehicle Automotive Systems
6	Measurement of direct and diffused Solar radiation using pyranometer
7	Determination of I-V Characteristics of solar PV Panel
8	Study of electricity and or gas bill
9	Study of pollutants from diesel Engine
10	Study of pollutants from petrol Engine

4.	Books Recommended
1	Daniel B. Botkin & Edward AKeller, Environmental Sciences, John Wiley & Sons.
2	R. Rajagopalan, Environmental Studies, Oxford University Press, April 2015.
3	Benny Joseph, Environmental Studies, TMH Publishers, 2018.
4	Dr. Suresh K. Dhameja, Environmental Studies, S. K. Kataria & Sons, 2014.
5	U. K. Khare, Basics of Environmental Studies, Tata McGraw Hill, 2014.

ADDITIONAL REFERENCE BOOKS 1 C. S. Rao, Environmental Pollution Control Engineering, New Age International Publishers, 2018.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

B.Tech. I (CSE) Semester – II LINEAR ALGEBRA AND STATISTICS	Scheme	L	Т	P	Credit
MA106		3	1	0	04

1.	Course Outcomes (COs):
	At the end of the course, students will be able to
CO1	accept the challenge to solve the problem with statistics
CO2	apply the knowledge of Linear Algebra to solve problem of engineering.
CO3	identify, formulate and analyze complex engineering and affiliated field problems, specifically
	the Partial differential equation concept in different engineering field
CO4	apply the knowledge of vector calculus and analyze computational processes
CO5	design solutions to work on engineering industrial problems with effective mathematical skill.

2.	Syllabus			
	PROBABILITY THEORY AND RANDM PROCESS	(09 Hours)		
	Fundamentals of Probability Theory: - views of probability, Random variables and Jodistributions, Marginal distribution, Conditional probability, Conditional independent Expectation and variance, Probability distributions Central limit theorem, Functions of random variable, Sum of independent random variable, Correlation and regression, Random processionary random process, Autocorrelation and cross correlation, Ergodic process, Marporess, Birth and death process, Poisson process, Markov chain, Chapman Kolmogorov theoretical analysis of random processes, power spectral density.			
	ESTIMATION AND STATISTICS			
	Sampling theory, Population and sample, Statistical interference, Sampling distribution, Sample mean, Bias estimation, Unbiased estimator, Confidence interval, Point estimation and interval estimates, Statistical decision, Hypothesis testing, Statistical hypotheses, Null hypotheses, Significance test, Type I and types II errors, Level of significance, One tail and two tailed test, Chi square test, Maximum likelihood estimate, Least square estimate, MAP estimate, Minimum mean square estimate.			
	INTRODUCTION TO PARTIAL DIFFERENTIAL EQUATION	(09 Hours)		
	Introduction to Partial differential equation, Formation of partial differential Equation, Partial differential Equation of first order, Linear partial differential equation of first order (Pp + Qq =R)			

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and method of obtaining its general solution, Non-linear partial differential equation of first order $f(p, q)=0$, $f(z, p, q)=0$, $f(x, p)=g(y, q)$, $z=px+qy+f(p,q)$.		
BASIC CONCEPTS OF VECTOR CALCULUS	(08 Hours)	
Scalar and vector point function, differential operator, gradient, directional divergence, curl and Laplacian operator with their properties.	derivative,	
LINEAR ALGEBRA	(11 Hours)	
Linear systems, Elementary row and column transformation, rank of matrix, consistent linear system of equations, Linear Independence and Dependence of vectors, Gelimination method, Gauss-Jorden Method, Gauss-Jacobi Iteration Method; Vector sp. Subspace, Field, Ring, Norm and distance, Linear Mapping, Orthogonality, Eigenvectors Eigenvalues, Least square, Least square data fitting, Constrained least square applications		
Tutorials will be based on the coverage of the above topics separately.	(15 Hours)	
(Total Contact Time: 45 Hours + 15 Hour	s = 60 Hours)	

3.	Books Recommended
1	Kreyszing E., "Advanced Engineering Mathematics", John Wiley & Sons, Singapore, July 2020.
2	Wiley C. R., "Advanced Engineering Mathematics", McGraw Hill Inc., Ed 2006.
3	Gilbert Strang, "Introduction to Linear Algebra", Wellesley Cambridge Press, sixth Ed., 2023.
4	David C. Lay, "Linear Algebra and its applications", fifth Ed., Pearson, 2016.
5	A. Papoulis and S. U. Pillai, "Probability, Random Variables and Stochastic Processes", 4th Ed., Mc-Graw Hill, 2002.

ADI	ADDITIONAL REFERENCE BOOKS				
1	Ramana D. V., "Higher Engg. Mathematics", McGraw-Hill Inc., New Delhi, 2007.				
2	Srimanta Pal, Subodh C. Bhunia, "Engineering Mathematics", Oxford University Press, New Delhi, 2015.				
3	Mary L. Boas, "Mathematical Methods in the Physical Sciences", John Wiley & Sons, Ed.2005.				

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B.Tech. I Semester – I/II FUNDAMENTALS OF COMPUTER AND PROGRAMMING	Scheme	L	Т	Р	Credit
CS110		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	acquire knowledge about computer architecture, network and software development.
CO2	install an operating system and configure the network along with programming skills to solve the given problem.
CO3	debug network and operating system related issues and analyse the given problem.
CO4	evaluate programming solutions with different aspects.
CO5	design and develop solution for given problems.

2.	Syllabus				
	INTRODUCTION TO COMPUTER AND ITS ARCHITECTURE	(02 Hours)			
	Introduction and Characteristics, Computer Architecture, Generations, Cl Applications, Central Processing Unit and Memory, Communication between va Processor Speed, Multiprocessor System, Peripheral Buses, Motherboard Demonstr	arious Units,			
	MEMORY AND VARIOUS INPUT AND OUTPUT DEVICES	(02 Hours)			
	Introduction to Memory, Input and Output Devices, Memory Hierarchy, Primary Memory and its Types, Secondary Memory, Classification of Secondary Memory, Various Secondary Storage Devices and their Functioning.				
	NUMBER SYSTEMS	(01 Hour)			
	Introduction and type of Number System, Conversion between Number System, Arithmetic Operations in different Number System, Signed and Unsigned Number System.				
	INTRODUCTION TO SYSTEM SOFTWARES AND PROGRAMMING LANGUAGES	(04 Hours)			
	Classification of Computer Languages, Introduction of Operating System, Evolution Function of OS, Unix Commands, Evolution and Classification of programming Language and Selection of good Programming Language, Development of Program, Alg Flowchart, Program Testing and Debugging, Program Documentation and Characteristics of good Program.	age, Feature gorithm and			

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WINDOWS OPERATING SYSTEM AND ITS ENVIRONMENT	(02 Hours)
Introduction to GUI based OS, Configuration, Setup, Services, Network Configuration	n.
LINUX OPERATING SYSTEM AND ITS ENVIRONMENT	(02 Hours)
ntroduction to Unix based OS, Configuration, Setup, Services, Scripting, Network Co	onfiguration.
DEBUGGING TOOLS AND COMPILER OPTION	(04 Hours)
Different Debugging tools, Commands, Memory dump, Register and Variab nstruction and Function level debugging, Compiler Options, Profile Generation.	l ole Tracking,
DATA COMMUNICATION, COMPUTER NETWORK AND INTERNET BASICS	(02 Hours)
Data Communication and Transmission media, Multiplexing and Switching, Compured on Network Topology, Communication Protocols and Network Devices, Evolutical Internet Term, Getting Connected to Internet and Internet Application, Email and Searching the Web, Languages of Internet, Internet and Viruses.	on and Basic
PROGRAMMING USING 'C' LANGUAGE – INTRODUCTION	(06 Hours)
Characteristics of C Language, Identifiers and Keywords, Data Types Constants ar Declarations and Statements, Representation of Expressions, Classification of Op Library Functions for Data Input and Output Statements, Formatted Input Statements.	perators and
PROGRAMMING USING 'C' LANGUAGE – CONTROL STATEMENTS, STRUCTURES, ARRAYS, POINTERS	(12 Hours)
Conditional Control Statements, Loop Control Statements, One Dimensional Array and Characters, Two-Dimensional Array, Introduction and Development of U Functions, Different Types of Variables and Parameters, Structure and Union, Interpolations, Pointers, Pointer Arithmetic, Array of Pointers, Pointers and Functions, Pointers and File Handling Operations.	Iser Defined roduction to
PROGRAMMING USING 'C' LANGUAGE – FUNCTIONS	(06 Hours)
Functions, Passing the arguments, Return values from functions, Recursion, Header File handling operations, Read and Write to Secondary Devices, Read and Write to Output Ports.	
PROGRAMMING USING 'C' LANGUAGE – GRAPHICS, DEBUGGING	(02 Hours)
Include Graphics Library, Debugging, Linking, Compilation Option for Optimization, N	Make file.

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B.Tech. Computer Science and Engineering

	Practicals will be based on the coverage of the above topics separately.	(30 Hours)
	(Total Contact Time: 45 Hours + 30 Hour	rs = 75 Hours)

3.	Practicals
1	Basic commands of Windows and Linux
2	Flow chart drawing and writing pseudo steps or algorithms steps
3	Programming for logic development using different control statements
4	Programming for familiarity with control statement, array, pointers
5	Programming using structures, pointers, programming using functions

4.	Books Recommended
1	"Introduction to Computer Science", 2/E, Pearson Education, ITL Education Solutions Limited, 2011.
2	Gottfried B.S., "Programming with C Schaum's outline Series", Outline Series, 2 nd Edition, Tata McGraw-Hill, 2006.
3	Brian W. Kernighan, Dennis M. Ritchie, "The C Programming language", 2 nd Edition, Prentice Hall PTR publication, 1988.
4	E. Balagurusamy, "Programming in ANSI C", 6 th Edition, Tata Mc-Graw Hill, 2012.
5	Pradip Dey, "Programming in C", 2 nd Edition, Oxford University Press, 2012.

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B.Tech. Computer Science and Engineering

B.Tech. I / M.Sc. I Semester I/ II ENGLISH AND PROFESSIONAL COMMUNICATION	Scheme	L	Т	P	Credit
HS110		3	1	0	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	show enhanced reception towards the use of English language.
CO2	choose and employ appropriate words for professional communication.
CO3	develop sentences and text in English coherently and formally.
CO4	demonstrate overall improvement in oral communication.
CO5	analyze and infer from written and oral messages.

2.	Syllabus	
	COMMUNICATION	(05 Hours)
	Introduction to Communication, Different forms of Communication, Communication and some remedies, Non-Verbal Communication – Types Communication in Intercultural Context.	
	VOCABULARY AND USAGE OF WORDS	(05 Hours)
	Common Errors, Synonyms, Antonyms, Homophones, and Homonyms; Substitution; Misappropriations; Indianisms; Redundant Words.	One Word
	LANGUAGE THROUGH LITERATURE	(09 Hours)
	Selected short stories, essays, and poems to discuss nuances of English language	e.
	LISTENING AND READING SKILLS	(06 Hours)
	Types of listening, Modes of Listening-Active and Passive, Listening and note to Practice and activities. Reading Comprehension (unseen passage- literary /scientific/technical) S scanning, fact vs opinion, Comprehension practice.	
	SPEAKING SKILLS	(10 Hours)
	Effective Speaking, JAM, Presentation Skills- types, preparation and practice types, preparation and mock interview; Group Discussion- types, preparation as	

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WRITING SKILLS	(10 Hours)
Prerequisites of effective writing, Memo-types, Letter Writing- types, Email Netiquette, Résumé-types, Report Writing and its types, Editing.	etiquette and
Tutorials will be based on the coverage of the above topics separately.	(15 Hours)
(Total Contact Time: 45 Hours + 15 Hou	ırs = 60 Hours)

3.	Tutorials
1	Letter and Resume
2	Group Discussion
3	Presentation Skills (Individual)
4	Role Play on Nonverbal communication
5	Group Presentation
6	Debate
7	Body language and intercultural communication
8	Listening Activities
9	Editing
10	Report Writing
11	Mock interviews
12	JAM

4.	Books Recommended		
1	Kumar, Sanjay and Pushp, Lata. <i>Communication Skills</i> , 2 nd Edition, OUP, New Delhi, 2015.		
2	Raman, Meenakshi & Sharma Sangeeta. <i>Technical Communication Principles and Practice</i> , 3 rd		
	Edition, OUP, New Delhi, 2015.		
3	Raymond V. Lesikar and Marie E Flatley. Basic Business Communication skills for Empowering		
	the Internet generation. Tata McGraw Hill publishing company limited. New Delhi 2005.		
4	Courtland L. Bovee, John V. Thill, and Mukesh Chaturvedi. "Business Communication Today."		
	Ninth Edition. Pearson, 2009.		
5	Mike Markel. "Practical Strategies for Technical Communication," Bedford/ St. Martin's Second		
	Edition, 2016		
6	Laura J. Gurak and John M. Lannon. "Strategies for Technical Communication in the Workplace,"		
	Pearson, 2013.		

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B.Tech. I / M.Sc. I Semester I/ II INDIAN VALUE SYSTEM AND SOCIAL CONSCIOUSNESS	Scheme	L	Т	Р	Credit
HS120		2	0	0	02

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	interpret the important values that need to be cultivated
CO2	analyse the cultures depicted in Ramayana, Mahabharata, Jainism and Buddhism
CO3	review the structure of Indian knowledge system
CO4	discuss the significance of constitution of India
CO5	demonstrate social responsibility

2.	Syllabus	
	HUMAN VALUES AND CONSCIOUSNESS	(08 Hours)
	Human Values Definition and Classification of Values; The Problem of Hierarchy of Values; Choice; Self-Exploration; 'Basic Human Aspirations; Right understanding, Reand Physical Facility; fulfilment of aspirations; Understanding Happiness and Harmony at various levels. What Is Consciousness?; Can We Build A Conscious Machine?; Levels Of Consciousn Matter And Beyond; Holistic Lifestyle; Dealing With Anxiety; Connecting Mind To Brains, And Programs.	
	INDIAN CULTURE AND HERITAGE	(07 Hours)
	Culture and its salient features: The Vedic – Upanishadic Culture and society, Human aspirations in those societies; Culture in Ramayana and Mahabharata: The Ideal Man and Woman, Concepts Maitri, Karuna, Seela, Vinaya, Kshama, Santi, Anuraga – as exemplified in the stories and anecdotes of the Epics; The Culture of Jainism: Jaina conception of Soul, Karma and liberation, Buddhism as a Humanistic culture; The four Noble truths of Buddhism; Vedanta and Indian Culture;	
	INDIAN KNOWLEDGE SYSTEM	(08 Hours)
	Indian knowledge as a unique system, Place of Indian knowledge in mankir Relevance of Indian knowledge to present day and future of mankind, Nar Knowledge; Structure of Indian Knowledge: Types of knowledge (para, apara) and the unscientific, Instruments for gaining and verifying knowledge, Knowledge, Instruments - debate, epistemology and pedagogy, The inverted trees.	ture of Indian , The scientific dge traditions:

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outline of the subjects, the major contributions and theories ald relevant: Mathematics; Astronomy; Physical Sciences; Cosmog	deductive, empirical knowledge, and evolution of knowledge; Disciplines of Study: A brief outline of the subjects, the major contributions and theories along with timelines where relevant: Mathematics; Astronomy; Physical Sciences; Cosmogony; Language studies; Astrology; Moral studies/righteousness; Statecraft and political philosophy	
INDIAN CONSTITUTION	(04 hours)	
History of Making of the Indian Constitution; Philosophy of the India Salient Features; Contours of Constitutional Rights & Duties; Parliament; Composition; Qualifications and Disqualifications; Power	Organs of Governance:	
SOCIAL RESPONSIBILITY	(03 Hours)	
Social Responsibility: Meaning and Importance, Different Approach Social Responsibility of Business towards different Stakeholders. EV CSR in India.	· · · · · · · · · · · · · · · · · · ·	
(Tota	l Contact Time: 30 Hours)	

3.	Books Recommended
1	D. K. Chaturvedi, Professional Ethics Values and Consciousness, Ane Books Pvt. Ltd., 2023.
2	R.R. Gaur, R Sangal, G. P. Bagaria, Human Values and Professional Ethics, Excel Books, New Delhi, 2010.
3	A.N. Tripathi, Human Values, New Age Intl. Publishers, New Delhi, 2020.
4	P R Rao, Indian Heritage and Culture, Sterling Publishers Pvt. Ltd, 1988.
5	D. Singh, Indian Heritage and Culture, APH Publishing Corporation, 2014.
6	Sri Prashant Pole, Treasure Trove of Indian knowledge, Prabhat Prakashan, 2021.
7	Sri Suresh Soni, Sources of our cultural heritage, Prabhat Prakashan, 2018.
8	D.D. Basu, Introduction to the Constitution of India, Lexis Nexis, 2019.

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B.Tech. II (CSE) Semester – III COMPUTER ORGANIZATION	Scheme	L	Т	Р	Credit
CS201		3	1	0	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Acquire knowledge of basics of computer architecture, its components with peripheral devices, instruction set architecture, instruction execution using data path, and control unit interface.
CO2	Apply knowledge of combinational and sequential logic circuits to mimic simple computer architecture to solve the given problem.
CO3	Analyze the performance of various instruction set architecture, control unit, memories, various processor architectures.
CO4	Evaluate programming solutions to implement fast methods of ALU, FP unit implementations, processor architectures and instruction set architectures.
CO5	Implement fast methods of ALU, FP unit implementations and to design and develop hardware solution for given instruction coding scheme of an Instruction Set Architecture or vice versa using available technology tools.

2.	Syllabus		
	PROCESSOR BASICS	(08 Hours)	
	Basics CPU Organization - Functional Units, Data Paths, Registers, Stored Program Concept, Data Representation - Basic Formats, Fixed and Floating Point Representation, Instruction Sets, Instruction Types, Instruction Formats, Addressing Modes, Designing of an Instruction Set, Data path Design, Concepts of Machine Level Programming, Assembly Level Programming and High Level Programming.		
	ARITHMETIC AND LOGIC UNIT	(08 Hours)	
	Arithmetic and Logical Operation and Hardware Implementation, Implementation of some Complex Operation: Fixed-Point Arithmetic Multiplication Algorithms-Hardware Algorithm, Booth Multiplication Algorithm, Division Algorithm, Divide Overflow Algorithm, Combinational ALU and Sequential ALU, Floating Point Arithmetic Operations.		
	CONTROL UNIT	(07 Hours)	

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Basic Concepts, Instruction Interpretation and Execution, Hardwir Microprogrammed Control, CPU Control Unit Design, Performance.	ed Control,
SUBROUTINE MANAGEMENT	(03 Hours)
Concepts of Subroutine, Subroutine Call and Return.	
MEMORY ORGANIZATION	(06 Hours)
Concepts of Semiconductor Memory, CPU-Memory Interaction, Organization Modules, Cache Memory and Related Mapping and Replacement Policies, Virtual	
SYSTEM ORGANIZATION	(05 Hours)
Introduction to InputAnd Output Processing, Working with Video Display Unit a and Routine to Control them, Programmed Controlled I/O Transfer, Interrupt C Transfer, DMA Controller, Secondary Storage and Type of Storage Devices, Introduce and Connecting I/O Devices to CPU and Memory.	Controlled I/O
PIPELINE CONTROL AND PARALLEL PROCESSING	(08 Hours)
Instruction Pipelines, Pipeline Hazards, Pipeline Performance, Superscalar Introduction to Parallel Processing, Processor-Level Parallelism, Multiprocessor.	r Processing,
Tutorials will be based on the coverage of the above topics separately.	(15 Hours)
(Total Contact Time: 45 Hours + 15 Hour	rs = 60 Hours)

3.	Tutorials
1	Problems on data conversion in various formats and floating-point representation.
2	Solving computations involving complex arithmetic operations and hardware implementation of the same.
3	Interpretation of basic instruction execution and various addressing modes possible.
4	Learning instruction set architecture level instructions for the high level language programming.
5	Problems on memory management, mapping and replacement policies.

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer	Science and	Engineering
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4.	Books Recommended
1	John L. Hannessy, David A. Patterson, "Computer organization and Design", 5/E, Morgan Kaufmaan, reprint -2014.
2	Andrew S. Tanenbaum, "Structured Computer Organization", 6/E, PHI EEE, reprint 1995.
3	William Stallings, "Computer Organization & Architecture: Designing For Performance", 11/E, PHI, 2019.
4	Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Naraig Manjikian "Computer Organization and Embedded Systems", 6/E, McGraw-Hill, 2002.
5	Morris Mano, "Computer Systems Architecture", 3/E, PHI, reprint 1997.

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. II (CSE) Semester – III DATABASE MANAGEMENT SYSTEMS	Scheme	L	Т	Р	Credit
CS203		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand different database models and query languages to manage the data for given real life application scenario
CO2	Apply the concept of database model, relational tables, normalization to solve different problems.
CO3	Analyze the problems for designing the effective solution using procedural and nonprocedural languages and/or index.
CO4	Evaluate the solution using transaction management, concurrency management, query performance and optimization, or recovery.
CO5	Implement an efficient solution using industry standards for real life problems.

2.	Syllabus			
	INTRODUCTORY CONCEPTS OF DBMS	(02 Hours)		
	Introduction, Applications of DBMS, Purpose of Database, Data Independence, Database System Architecture, Data Abstraction, Database users and DBA.			
	ENTITY RELATIONSHIP MODEL	(06 Hours)		
	Basic Concepts, Design Process, Constraints, Keys, Design Issues, E-R Diagrams, Attribute Types, Mapping Cardinality, Types of Relationship, Weak/Strong Entity Sets, Extended E-R Features – Generalization, Specialization, Aggregation.			
	RELATIONAL MODELS	(05 Hours)		
	Structure of Relational Databases, Domains, Relations, Mapping of ER Model to Relational Model, Relational Algebra – Fundamentals, Operators and Syntax, Relational Algebra Queries, Tuple Relational Calculus.			
	RELATIONAL DATABASE DESIGN	(08 Hours)		
	Functional Dependency – Definition, Trivial and Non-trivial FD, Closure of FD Set, Closure of Attributes, Irreducible Set of FD, Normalization – 1Nf, 2NF, 3NF, Decomposition using FD-Dependency Preservation, BCNF, Multi- Valued Dependency, 4NF, Join Dependency and 5NF.			

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QUERY PROCESSING AND OPTIMIZATION	(05 Hours)				
Overview of Query Processing, Measures of Query Cost, Select Operation, Sorting, Operation, Other Operations, Evaluation of Expressions, Overview of Query Optimizat Transformation of Relational, Expressions, Estimating Statistics of Expression Results, Choic Evaluation Plans, Materialized Views, Advanced Topics in Query Optimization.					
TRANSACTION MANAGEMENT	(06 Hours)				
Transaction Concepts, Properties of Transactions, Serializability of Transactions, Tes Serializability, Concurrent Executions of Transactions and Related Problems, Mechanism, Solution to Concurrency Related Problems, Two-phase Locking Protocol, De Isolation, Intent Locking, System Recovery, Recovery and Atomicity, Log-based Recovery					
SQL CONCEPT	(05 Hours)				
Basics of SQL, DDL,DML,DCL, Structure – Creation/Alteration, Defining Constraints – Prima Key, Foreign Key, Unique, Not Null, Check, IN Operator.					
PL-SQL CONCEPT	(04 Hours)				
Cursors, Stored Procedures, Stored Function, Database Triggers	s, Stored Function, Database Triggers				
ADVANCED TOPICS	(04 Hours)				
Data Security: Introduction, Discretionary Access Control, Mandatory Access Control, Dat Encryption, Semi Structured Data and XML, Object Oriented and Object Relational DBMS Distributed DBMS, NOSQL DBMS.					
Practicals will be based on the coverage of the above topics separately. (30 H					
(Total Contact Time: 45 Hours + 30 Hours = 75 Hours					

3.	Practicals
1	Implementation for Physical data storage (Sequential, Index Sequential)
2	Practicing DDL and DML Queries for database creation and managing the data
3	Develop a Database system for the real life application scenario by managing the storage constrains
4	Practicing PL/SQL with the designed databases
5	Design considering Transaction management and concurrency control
6	Design of ER model based example

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

7	Design of Relational model based example
8	Design of Normalized form of database

4.	Books Recommended
1	A Silberschatz, H. F. Korth, and S Sudarshan, "Database System Concepts", 7/E, TMH, 2019.
2	Jeffrey A. Hoffer, V. Ramesh, Heikki Topi, "Modern Database Management",12/E, Pearson Education Limited 2016
3	C.J Date, "An Introduction to Database Systems", Publisher: Addison, Wesley, 8/E, 2004.
4	Raghu Ramakrishnan and Gehrke: "Database Management System", 3/E, WCB/McGraw-Hill, 2003.
5	Margaret H. Dunham, "Data Mining: Introductory and advanced topics", Pearson Education, 2006.

B.Tech. II (CSE) Semester – III DESIGN AND ANALYSIS OF ALGORITHMS	Scheme	L	Т	Р	Credit
CS205		3	1	0	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Acquire knowledge about the application of mathematical formula and technique to solve the problem and computational complexity analysis.
CO2	Apply the different algorithm design techniques for designing a solution of different applications.
CO3	Analyse the performance of algorithms using different algorithmic design techniques based on asymptotic or amortized or probabilistic methods.
CO4	Evaluate the correctness and implementation of algorithms using different methods of performance evaluation.
CO5	Design and innovate efficient algorithms in the field of computer science & engineering and industry related applications using the different algorithm design techniques.

2.	Syllabus				
	INTRODUCTION	(05 Hours)			
	Introduction to Algorithms, Analysis and Design Techniques, Analysis Mathematical, Empirical and Asymptotic Analysis. Recurrence Relations Recurrences, Mathematical Proof Techniques, Amortized Analysis, Probabilistic Ar	and Solving			
	DIVIDE AND CONQUER APPROACH (08 Hou				
	Sorting & Order Statistics, Divide and Conquer Technique, Various Comparison based Sort Analysis of the Worst-Case and the Best-Cases, Randomized Sorting Algorithms, Lower Bour on Sorting, Non-comparison based Sorts, Medians and Order Statistics, Min-Max Problem Polynomial Multiplication, Fast Fourier Transform.				
	GREEDY DESIGN TECHNIQUES	(08 Hours)			
	Basic Greedy Control Abstraction, Motivation, Thirsty Baby Problem, Formalizar Selection and its Variants, Huffman Coding, Horn Formulas, Tape Storage Problem Loading Problem, Knapsack Problem, Graph Algorithms, Graph algorithms: All-p Paths, Topological Ordering of DAG, DFS in Directed Graphs, Strongly Connected Minimum Spanning Trees, Single Source Shortest Paths, Maximum Bipartite Con	its Variants, Huffman Coding, Horn Formulas, Tape Storage Problem, Container lem, Knapsack Problem, Graph Algorithms, Graph algorithms: All-pairs Shortest gical Ordering of DAG, DFS in Directed Graphs, Strongly Connected Components,			

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Network Flows: Ford Fulkerson Algorithm, Max-flow Min-cut Theorem, Poly Algorithms for Max-flow.	nomial Time	
DYNAMIC PROGRAMMING	(08 Hours)	
Motivation, Matrix Multiplication Problem, Assembly Line Problem, Coin Change Longest Common Subsequence, 0/1 Knapsack problem, All-pairs Shortest Pa Dynamic Programming Control Abstraction, Optimal Binary Search Tree.	_	
SEARCHING ALGORITHMS	(04 Hours)	
Backtracking, N-Queens Problem, Sum of Subset Problem, Complexity Analysis Bound, Least Cost Branch & Bound (LCBB), LCBB Complexity Analysis, 15-Puz Traveling Sales Person Problem.		
NUMBER THEORETIC ALGORITHMS	(06 Hours)	
Number Theoretic Notions, GCD, Modular Arithmetic, Chinese Remainder Theorem Generators, Cyclic Groups, Galois Fields, Applications in Cryptography, Primality Testing.		
NP-COMPLETE PROBLEMS	(06 Hours)	
Polynomial Time, Verification, NP-completeness, Search Problems, Reductions, Dealing with NPCompleteness, Approximation Algorithms, Local Search Heuristics.		
Tutorials will be based on the coverage of the above topics.	(15 Hours)	
(Total Contact Time: 45 Hours + 15 Hour	rs = 60 Hours)	

3.	Books Recommended
1	Cormen, Leiserson, Rivest, Stein," Introduction to Algorithms", 4/E, MIT Press, 2022.
2	J. Kleinberg, E. Tardos, "Algorithm Design", 1/E, Pearson Education, Reprint 2006.
3	Sartaj Sahni, "Data Structures, Algorithms and Applications in C++", 2/E, Universities Press/Orient Longman, 2005.
4	Sara Baase, Allen van Gelder," Computer Algorithms: Introduction to Design & Analysis, 3/E, Pearson Education, 2000.
5	Knuth, Donald E., "The Art of Computer Programming, Vol I &III", 3/E, Pearson Education, 1997.

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B.Tech. II (CSE) Semester – III DISCRETE MATHEMATICS	Scheme	L	Т	Р	Credit
CS207		3	1	0	04

1.	Course Outcomes (COs): At the end of the course, the students will be able to
CO1	Acquire knowledge of sets, group and functions, graphs.
CO2	Apply group theory, relations and lattice.
CO3	Analyse functions, counting and based on mathematical logic.
CO4	Evaluate formal verification of computer programmes.
CO5	Design solutions for various types of problems in different disciplines like information security, optimization, mathematical analysis.

2.	Syllabus		
	INTRODUCTION	(04 Hours)	
	Introduction to set theory, Basics of functions, Application of Functions in Computer Science Areas.		
	GROUP THEORY	(08 Hours)	
	Basic Properties of Group, Groupoid, Semigroup & Monoid, Abelian Group, Subgroup, Cosets, Normal Subgroup, Lagrange's Theorem, Cyclic Group, Permutation Group, Homomorphism & Isomorphism of Groups, Basic Properties, Error Correction & Detection Code.		
	RELATION & LATTICES	(05 Hours)	
	Definition & Basic Properties, Graphs of Relation, Matrices of Relation, Equivalence Relation, Equivalence Classes, Partition, Partial Ordered Relation, Posets, Hasse Diagram, Upper Bounds, Lower Bound, GLB & LUB of Sets, Definition & Properties of Lattice, Sub Lattice, Distributive & Modular Lattices, Complemented & Bounded Lattices, Complete Lattices & Boolean Algebra.		
	MATHEMATICAL LOGIC AND PROGRAM VERIFICATION	(05 Hours)	
	Induction, Propositions, Combination of Propositions, Logical Operators & Propositiona Algebra, Equivalence, Predicates & Quantifiers, Interaction of Quantifiers with Logica		

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Operators, Logical Interference & Proof Techniques, Formal Verification of Computer Programs (Elements of Hoare Logic).			
COUNTING AND RECURRENCE RELATION	(05 Hours)		
First Counting Principle, Second Counting Principle, Permutation, Circular Permutations, Combination, Pigeonhole Principle, Recurrence Relations, Linear Recurrence Relations, Inclusion And Exclusion, Generating Functions.			
BASICS OF GRAPHS	(08 Hours)		
Graph Definition, Graph Representation, Basic Concepts Of Finite & Infinite Graph, Incidence and Degree, Isomorphism, Subgraph, Walk, Path and Circuits, Cliques, Cycles and Loops Operations on Graphs, Connected Graph, Disconnected Graph and Components, Complete Graph, Regular Graph, Bipartite Graph, Planar Graphs, Weighted Graphs, Directed and Undirected Graphs, Connectivity of Graphs.			
GRAPHS ALGORITHMS	(10 Hours)		
Flows, Combinatorics, Euler's Graph, Hamiltonian Paths & Circuits, Activity Planning and Critical Path, Planar Graphs: Properties, Graph Coloring, Vertex Coloring, Chromatic Polynomials, Edge Coloring, Planar Graph Coloring, Matching and Factorizations: Maximum Matching In Bipartite Graphs, Maximum Matching In General Graphs, Hall's Marriage Theorem, Factorization; Networks: Max-Flow Min-Cut Theorem, Menger's Theorem, Graph and Matrices; Probabilistic Graphical Models:Graphical models, Directed models: Bayesian network, Undirected model: Markov Random Fields, Dynamic model: Hidden Markov Model, Learning in Graphical models: Parameter estimation, Expectation Maximization.			
Tutorials will be based on the coverage of the above topics separately.	(15 Hours)		
(Total Contact Time: 45 Hours + 15 Hours = 60 Hours)			

3.	Books Recommended
1	Rosen K.H., "Discrete Mathematics and Its Applications", 7/E, MGH, 2012.
2	Liu C.L., "Elements of Discrete Mathematics", (Sie)3E, 2008.
3	Deo Narsingh., "Graph theory with applications to Engineering & Computer Science", Dover Publication, 2017.
4	J. A.Bondy and U. S. R.Murty, "Graph Theory", 1/E, Springer, 2010.
5	V. K. Balakrishnan, "Theory and Problems of Graph Theory", Tata McGraw-Hill, 2007.

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ADD	OITIONAL REFERENCE BOOKS
1	Kolman B., Busby R.C. & Ross S., "Discrete Mathematical Structure", 5/E, PHI, 2003.
2	Tremblay J. P. & Manohar R., "Discrete Mathematical structure with applications to computer science", MGH, 1999.
3	D. B. West, "Introduction to Graph Theory", 2nd Edition, PHI 2002.
4	G. Chatrand and O.R. Ollermann, "Applied and Algorithmic Graph Theory", McGraw Hill, 1993.

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. II (CSE) Semester – III B.Tech. III (CSE) Semester - V (INSTITUTE ELECTIVE)	Scheme	L	Т	Р	Credit
OBJECT ORIENTED PROGRAMMING CS231		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Acquire knowledge of object oriented programming.
CO2	Apply the knowledge of object oriented concepts to solve the real world problems.
CO3	Analyse object oriented concepts to solve the problem efficiently.
CO4	Evaluate the object oriented features' suitability for the implementation of the problem.
CO5	Design and implement the efficient object oriented program using various object oriented concepts.

2.	Syllabus		
	INTRODUCTION	(06 Hours)	
	Review of High Level Language, Difference between Procedure Oriented and Object Oriented Approach; Characteristics of Object-Oriented Languages Object Oriented Concepts: Objects Classes, Principals like Abstraction, Encapsulation, Inheritance and Polymorphism; Dynamic Binding, Message Passing; Types of Operators, Operator precedence and associativity, Data type conversions; Selection and Loops.		
	CLASSES AND OBJECTS	(08 Hours)	
	Abstract data types, Object and classes, attributes, methods, Class declaration, Local Class and Global Class, State identity and behaviour of an object, Local Object and Global Object, Scope resolution operator, Friend Functions, Inline functions, Constructors and destructors instantiation of objects, Types of Constructors, Static Class Data, Array of Objects, Constant member functions and Objects, Memory management Operators.		
	DYNAMIC MEMORY MANAGEMENT	(04 Hours)	
	Dynamic memory management, new and delete operators, object copying, copy constructor, assignment operator, virtual destructor.		
	INHERITANCE	(08 Hours)	
	Inheritance, Types of Inheritance, access modes – public, private & protected, Abstract Classes, Ambiguity resolution using scope resolution operator and Virtual base class, Aggregation,		

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

composition vs. classification hierarchies, Overriding inheritance methods, Co derived classes, Nesting of Classes.	nstructors in		
POLYMORPHISM	(07 Hours)		
Polymorphism, Type of Polymorphism – Compile time and runtime, Function O Operator Overloading (Unary and Binary) Polymorphism by parameter, Pointer to opointer, Virtual Functions, pure virtual functions, Late Binding, Abstract Classes.			
STRINGS, FILES AND EXCEPTION HANDLING	(04 Hours)		
Manipulating strings, Streams and files handling, formatted and Unformatted Input output Exception handling: Try, throw, and catch, exceptions and derived classes, function exception declaration, unexpected exceptions, exception when handling exceptions, resource capture and release.			
STANDARD TEMPLATE LIBRARY	(08 Hours)		
Standard Template Library, Overview of Standard Template Library, Containers, Algorithms Iterators, Other STL Elements, The Container Classes, General Theory of Operation, Vectors Usage of Template Library for the Implementation of Data Structure.			
Practicals will be based on the coverage of the above topics separately.	(30 Hours)		
(Total Contact Time: 45 Hours + 30 Hour	s = 75 Hours)		

3.	Practicals (using C++/JAVA)
1	Creation of objects in programs.
2	Experiments with private, public member variables and functions and friend functions.
3	Experiments for the usage of constructors and destructors.
4	Experiments for the working of operator overloading.
5	Experiments with abstract classes, interfaces and inheritance to access objects.
6	Experiments with polymorphism and virtual functions.
7	Experiments for strings manipulation.
8	Experiments on file handling.
9	Implementing common data structures, such as trees, lists and hash tables.
10	To deal with runtime errors using exception handling mechanism.
11	Implementation of mini project using object oriented concepts.

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4.	Books Recommended
1	E. Balagurusamy, "Object Oriented Programming with C++",8/E McGraw Hill Education (India),2020.
2	E. Balagurusamy, "Programming with JAVA", 7/E, McGraw Hill, 2023.
3	Yashwant Kanetkar, "Object Oriented Programming using C++", BPB, 2004.
4	R. Lafore, "Object Oriented Programming using C++",4/E SAMS Publications, 2005.
5	Naughton P. and Schildt H., "Java2 Complete Reference", Eighth Edition, Tata McGraw Hill, 2011.

ADD	ITIONAL REFERENCE BOOKS
1	Parasons, "Object Oriented Programming with C++", BPB Publication, 1999.
2	Steven C. Lawlor, "The Art of Programming Computer Science with C++", Vikas Publication, 2002.
3	Jaime Nino, Fredrick A. Hosch, "An Introduction to Programming and Object Oriented Design using Java", Wiley India Private Limited, 2010.

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III (CSE) Semester - V (INSTITUTE ELECTIVE) SOFT COMPUTING	Scheme	L	Т	Р	Credit
CS365		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Acquire knowledge about the human intelligence, artificial Intelligence and the knowledge about the soft computing approaches.
CO2	Apply different soft computing techniques like fuzzy logic, genetic algorithm, neural network and bio-inspired techniques, Evolutionary approaches for problem solving.
CO3	Analyse the learning methods for optimizing the solution.
CO4	Evaluate performance of different soft computing techniques.
CO5	Design and innovate solution for real life example using bio-inspired techniques which mimic human brain abilities.

2.	Syllabus		
	INTRODUCTION	(06 Hours)	
	Concepts of Artificial Intelligence, Need of Machine Learning, Learning Me Computing Approach, Fuzzy Computing, Neural Computing, Genetic Algorithms, Memory, Adaptive Resonance Theory, Applications.	-	
	NEURAL NETWORK	(13 Hours)	
	Model of Artificial Neuron, Neural Network Architectures, Weights, Activation Learning Models, Learning Rate, Bias, McCulloch Pitts Neuron, Single Layer Neuron Multi Layers Neural Networks, Training Algorithms, Back Propagation Method, Learning, Unsupervised Learning, Radial Basis Functions, Auto-associative Mirectional Hetero-associative Memory, Hopfiled Network, Kohonen Self-organizin Learning Vector Quantization, Simulated Annealing Network, Boltzmann Applications.		
	FUZZY SET THEORY	(08 Hours)	
	Fuzzy Sets, Membership, Fuzzy Operations, Properties, Fuzzy Relation, Fuzzy Systogic, Fuzzification, Fuzzy Inference, Decision Making, Fuzzy Rule based Stuzzification, Applications.	•	
	GENETIC ALGORITHMS	(08 Hours)	

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	Fundamentals of Genetic Algorithms, Chromosomes, Encoding, Selection Operator, Mutation Probability, Mutation Operator, Crossover Probability, Crossover Operator, Fitness Function Different Variants of Genetic Algorithms, Applications.	
	NATURE INSPIRED TECHNIQUES AND HYBRID SYSTEM	(10 Hours)
	Ant Colony, Particle Swarm Optimization, Integrating Neural Networks, Fuzzy Logic, Algorithms, GA based Back Propagation Networks, Fuzzy Back Propagation Applications. Practicals will be based on the coverage of the above topics separately.	
	(Total Contact Time: 45 Hours + 30 Ho	ours = 75 Hours)

3.	Practicals
1	Simulate a simple linear neural network model. Calculate the output of neural net using both binary and bipolar sigmoidal function.
2	Generate AND/NOT/XOR function using McCulloch-Pitts neural net.
3	Write a program to implement Hebb's rule.
4	Write a program to implement of delta rule. II
5	Write a program for Back Propagation Algorithm
6	Write a program for ACO Algorithm and demonstrate with an example.
7	Write a program for Hopfield Network and explain how energy analysis can be done.
8	Simulate an environment for Multi robot target searching using fuzzy logic and neural networks.
9	Write a program to demonstrate the fuzzy operators with examples.

4.	Books Recommended
1	Timothy J. rd Ross, "Fuzzy Logic with Engineering Applications", 3rd Ed., Willey, 2010.
2	B. Yagnanarayana, "Artificial Neural Networks", 1 st Ed., PHI, 2009.
3	Simon O. Haykin, "Neural Networks and Learning Machines", 3/E, Prentice Hall, 2009.
4	S. Rajasekaran, G. A. Vijayalakshmi Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithm: Synthesis and Applications", PHI, 2007.
5	David E. Goldberg, "Genetic Algorithms in Search, Optimization, and Machine Learning", 1st Ed., Addison-Wesley Professional, 2006.

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ADD	ADDITIONAL REFERENCE BOOKS		
1	S. N. Sivanandam, S. N. Deepa, "Principles of Soft Computing", Wiley India Edition, 2010.		
2	Hoffmann F., Koeppen M., Klawonn F., Roy R, "Soft Computing: Methodologies and Applications", Springer, 2005.		
3	Rafik Aziz Aliev, Rashad Rafig Aliyev, "Soft Computing and Its Applications", World Scientific, 2001.		
4	F. Martin, Mc Neill, and Ellen Thro, "Fuzzy Logic: A Practical approach", AP Professional, 2000.		

B.Tech. II (CSE) Semester – IV MICROPROCESSOR AND INTERFACING TECHNIQUES	Scheme	L	Т	Р	Credit
CS202		3	0	2	04

1.	Course Outcomes (COs):				
	At the end of the course, the students will be able to				
CO1	Acquire knowledge of different architectures, addressing modes and instructions of 8085/86.				
CO2	Interface memory, I/O devices and interrupt controller with 8085/86 microprocessors.				
CO3	Analyse and compare the features of microprocessors and microcontrollers.				
CO4	Describe the internal architecture and different modes of operations of a typical peripheraldevice.				
CO5	Design and develop assembly language programs using 8085/86 instructions, software interrupts, subroutines, macros.				

2.	Syllabus	
	INTRODUCTION TO MICROPROCESSOR EVOLUTION	(02 Hours)
	Introduction to Microprocessor and Development and its Operation.	
	ARCHITECTURE FEATURES OF 8085	(06 Hours)
	8085 Architecture and Pin out diagram, 8085 Operations.	
	INTRODUCTION SET AND PROGRAMMING OF 8085	(06 Hours)
	Data Transfer instructions, Arithmetic instructions and its examples, Logical Instructions examples, Branch, Stack, and I/O related instructions, How to write, assemble assembly language programmes, Assembly language programming Practice Base instructions for 8085, Design Counters in 8085, Design Time delays in 808 Subroutines: Restart, Conditional and Unconditional Call and Return Instruction Subroutine Concepts, Code Conversion, 16-bit Data Operation.	and execute ed on above 35, Stack &
	PERIPHERAL & MEMORY INTERFACING WITH 8085	(08 Hours)
	Basic I/O Interfacing Concepts: Interfacing Display devices, Interfacing Input device Interfacing: Absolute decoding, Partial Decoding, Shadow Memory, Interfacing 8255A Programmable Peripheral Interface, Examples of Interfacing Keyboard	Peripherals:

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

segment Display, Examples of Bidirectional Data transfer Between Two Microco 8254 (8253) Programmable Interval Timer, The 8259A Programmable Interrup Direct Memory Access and 8237 DMA Controller, The 8279 Programmable Keybor Interface, Interfacing Scanned Multiplexed Displays and Liquid Crystal Displays, Matrix Keyboard, Serial I/O and Data Communication: Basic concepts in Serial I/C Controlled Asynchronous Serial I/O, The 8085-Serial I/O lines: SOD and SIC Controlled Serial I/O Using Programmable Chips.	t Controller, pard/Display Interfacing a O, Software-	
8085 INTERRUPT MANAGEMENT	(04 Hours)	
Interrupts and its Types in 8085, Interrupt Vector Table, Priority of Interrupts, PusingInterrupts.	rogramming	
8086 ARCHITECTURE	(03 Hours)	
8086 Architecture, Pin Out Diagram and its Features, Registers of 8086.	l	
INSTRUCTION SET OF 8086	(06 Hours)	
Data Transfer Instructions and Examples based on it, Arithmetic Instructions are based on it, Logical Instructions, Comparison Instructions, Jump Instructions, Examon Logical, Comparison, Jump Instructions, Various 8086 Assembler Directive based on Various Assembler Directives, Procedures in 8086, Procedure-based 8086, What are Macros in 8086? Macros-based Examples in 8086.	mples based s, Examples	
PERIPHERAL & MEMORY INTERFACING WITH 8086	(04 Hours)	
Interfacing Peripherals - 8255A: Examples of Interfacing Keyboard and Seven-segn Interfacing with Alphanumeric Displays, Examples of Bidirectional Data Transfer B Microcomputer, 8254, 8259A, and 8279 Interfacing with 8086.	• •	
8086 INTERRUPTS MANAGEMENT AND APPLICATIONS	(03 Hours)	
8086 Interrupts and Interrupts Responses, Interrupt Pointer Table, Hardwar SoftwareInterrupts, Interrupt Applications.	e Interrupt,	
RECENT TRENDS IN MICROPROCESSORS	(03 Hours)	
Practicals will be based on the coverage of the above topics separately	(30 Hours)	
(Total Contact Time: 45 Hours + 30 Hours = 75 Hours		

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

3.	Practicals
1	Introduction of 8085 kit and Installation 0f 8085 simulator
2	Assembly Language Programming based on Data transfer and Arithmetic and Logic instructions
3	Assembly Language Programming based on Branch operations
4	Assembly Language Programming based on stack and subroutines
5	Assembly Language Programming based on Code conversions
6	Assembly Language Programming based on counter and time delays
7	Introduction of 8086 Microprocessor and Installation of TASM,TLINK, TD, and DEBUG
8	Assembly Language Programming based on 8086 instruction and assembler directives
9	Practical based on 8085 interfacing

4.	Books Recommended
1	Sentilkumar N, Saravanan M and Jeevananthan S, Satish Shah, "Microprocessors and Interfacing", Oxford University Press, 2012.
2	Ramesh S. Gaonkar, "Microprocessor Architecture, Programming and Applications with 8085", 6/E,Penram International Publishing (India) Pvt. Ltd., 2013.
3	Douglas V Hall, "Microprocessors and Interfacing: Programming & Hardware", 3/E, TMH, 2013.
4	Brey, "The Intel Microprocessors", 8/E, Pearson Education, 2009.
5	A K Ray and K M Bhurchandi, "Advanced Microprocessors & Peripherals: Architecture Programming& Interfacing", 3/E, TMH, 2012.

ADDITIONAL REFERENCE BOOKS

1. Abel Peter and Nizamuddin, "IBM PC Assembly Language and Programming", 5/E, Pearson Education, 2001.

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. II (CSE) Semester – IV COMPUTER NETWORKS	Scheme	L	Т	Р	Credit
CS204		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand computer network models and services offered at different layers of network protocol stack.
CO2	Apply knowledge of data communication, data transmission techniques using various transmission media to deliver error free data and communicate with multiple nodes.
CO3	Analyse various routing methods to identify effective routing protocols.
CO4	Evaluate network performance by means of transport and flow control protocols, CongestionControl protocols and Quality of services.
CO5	Create a computer network application using modern network tools and simulation softwares.

2.	Syllabus	
	INTRODUCTION	(06 Hours)
	Overview of Computer Networks and Data Communication, Computer Networking and Standards, Types of Computer Networks, Network Topology, Protocol Hier Design Issues, Interfaces and Services, Networking Devices, OSI and TCP/IP References.	rarchies and
	PHYSICAL LAYER	(06 Hours)
	Physical Layer Design Issues, Data Transmission Techniques, Multiplexing, Transmis Asynchronous Communication, Wireless Transmission, ISDN, ATM, Cellular Radi Techniques and Issues.	-
	LOGICAL LINK CONTROL LAYER	(06 Hours)
	LLC Design Issues, Framing, Error and Flow Control, Framing Techniques, Error Co Methods, Flow Control Methods, PPP and HDLC.	ontrol
	MEDIUM ACCESS CONTROL LAYER	(07 Hours)
	MAC Layer Design Issues, Channel Allocation Methods, Multiple Access Protocol CSMA, CSMA/CD Protocols, Collision Free Protocols, Limited Contention Protocol Architectures, IEEE-802 Standards, Ethernet (CSMA/CD), Token Bus, Token Ring, I Bridges and Recent Developments.	tocols, LAN
	NETWORK LAYER	(08 Hours)

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Network Layer Design Issues, Routing Algorithms and Protocols, Congestion Contro andQoS, Internetworking, Addressing, N/W Layer Protocols and Recent Developm	•
TRANSPORT LAYER	(06 Hours)
Transport Layer Design Issues, Transport Services, Sockets, Addressing, Establishment, Connection Release, Flow Control and Buffering, Multiplexing, Transport Protocols, Real TimeTransport Protocol (RTP), Stream Control Transmission Protocols, Congestion Control, QoS and Recent Developments, Virtualization, Network Virtualization (NFV), Software DefinedNetworks.	nsport Layer tocol (SCTP),
APPLICATION LAYER	(06 Hours)
Client Server Model, Domain Name System (DNS), Hyper Text Transfer Protocol (In SMTP, MIME, POP3, Webmail, FTP, TELNET, Dynamic Host Control Protocol (Di Network Management Protocol (SNMP) and Recent Developments.	• •
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours	s = 75 Hours)

3.	Practicals
1	Study network configuration commands and computer network setup.
2	Implementation of different Data Link and MAC Layer protocols.
3	Implementationof different Network Layer protocols.
4	Implementation of different Transport and Application Layer protocols.
5	Design and configure a network system using modern network simulator softwares.
6	Implementation of Secured Socket Layer protocol.
7	Implementation of ICMP based message transmission over network.
8	Implementation of SMTP protocol for mail transfer.

4.	Books Recommended
1	William Stalling, "Data and Computer Communication", 10/E, Pearson India, 2017.
2	B. Forouzan, "Data Communication and Networking", 6/E, McGraw Hill, 2017.
3	Douglas E. Comer, "Internetworking with TCP/IP Volume – I", 6/E Pearson India, 2015.
4	Andrew S. Tanenbaum, "Computer Network", 5/E, Pearson India, 2013.
5	W. Richard Stevens, "TCP/IP Illustrated Volume - I", 2/E, Addison Wesley, 2011.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

B.Tech. II (CSE) Semester – IV AUTOMATA AND FORMAL LANGUAGES	Scheme	L	Т	Р	Credit
CS206		3	1	0	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Acquires knowledge of the basis of theory of computation, different computational problems and the importance of automata as a modelling tool of computational problems.
CO2	Apply rigorously formal mathematical methods to prove properties of languages, grammars and automata.
CO3	Analyse the solutions for different problems and argue formally about correctness on different restricted machine models of computation.
CO4	Evaluate and Identify limitations of computational models and possible methods of proving them.
CO5	Design the solution in the form of different types of machine with correctness proof and able to develop different system software.

2.	Syllabus		
	INTRODUCTION	(05 Hours)	
	Basic Mathematical Objects: Sets, Logic, Functions, Relations, Strings, Alphabets, Languages Mathematical Induction: Inductive Proofs, Principles, Recursive Definitions, Set Notation.		
	FINITE AUTOMATA AND REGULAR EXPRESSION	(12 Hours)	
	Finite State Systems, Deterministic Finite Automata; Nondeterministic Finite Automata With Epsilon, Applications, Kleene' Theorem; Two-wa Automata, Finite Automata with Output, Regular Languages & Regular Expressions, Proof Regular Sets: The Pumping Lemma for Regular Sets, Closure Properties, Decision Proof Regular Languages, Equivalence and Minimization of Automata, Moore and Mealy Ma		
	CONTEXT FREE GRAMMARS	(15 Hours)	
	Definition, Derivation Trees & Ambiguity, Inherent Ambiguity, Parse Tree, Application of CFG, Normal Form of CFG, Chomsky Normal Form and Chomsk Unrestricted Grammars, Context-Sensitive Languages, Relations between Classes of Properties of Context Free Languages: The Pumping Lemma, Closure Properties of CFL.	ky Hierarchy, f Languages,	

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PSHDOWN AUTOMATA		(07 Hours)
Definitions, Languages of PDA, Equi	ivalence of PDA and CFG, Deterministic PDA.	
TURING MACHINES		(06 Hours)
TM, Variations of TM, Multiple TM Deterministic TM, Universal TM,	of a Turing Machine (TM), Programming Techn M, One-Tape and Multi-Tape TM, Determinist , Churche Thesis, Recursively Enumerable e Problem Classes of Problems NP Hard, NP Co	ic and Non- Languages,
Tutorials will be based on the cove	rage of the above topics separately.	(15 Hours)
	(Total Contact Time: 45 Hours + 15 Hours	= 60 Hours)

3.	Tutorials
1	Problem statements based on Regular Language and Finite Automata.
2	Questions based on Context Free Grammar.
3	Problems regarding Push Down Automata.
4	Solving Problems for Turing Machine.
5	Decidable and Undecidable Problems.

4.	Books Recommended
1	Michael Sipser, "Introduction to the Theory of Computation", Cengage Learning, 3/E, 2013.
2	John C Martin, "Introduction to Languages & the Theory of Computation", 3/E, Tata McGraw-Hill, 2011.
3	John E. Hopcroft, Rajeev Motwani, Jeffrey Ullman, "Introduction to Automata theory, languages computation, 3/E, Pearson India, 2008.
4	Daniel I A Cohen, "Introduction to Computer Theory", John Wiley & Sons, 2/E, Reprint 2008.
5	Andrew Ilachinski, "Cellular Automata", 1st Ed., World Scientific, 2001.

AD	ADDITIONAL REFERENCE BOOKS		
1	Sushil Kumar Azad, "Theory of Computation, An introduction to automata, Formal Languages And Computability", Dhanpat Ray & Co., New Delhi, 2005.		
2	A.M. Natarajan, A. Tamilarasi, "Theory of computation", New Age Publication, 1/E, 2003.		

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B.Tech. II (CSE) Semester – IV ARTIFICIAL INTELLIGENCE	Scheme	L	Т	Р	Credit
CS232		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand the role of agents and how it is related to environment and the way of evaluating it and how agents can act by establishing goals
CO2	Apply various knowledge representation technique, searching techniques, constraint satisfaction problem and example problems- game playing techniques.
CO3	Analyse the current scope, potential, limitations, and implications of intelligent systems.
CO4	Evaluate the AI techniques suitable for recent areas of applications like expert systems, neural networks, fuzzy logic, robotics, natural language processing, and computer vision.
CO5	Create AI based solutions for complex engineering problems.

2.	Syllabus		
	INTRODUCTION	(04 Hours)	
	Turing Test, Foundation and History of Artificial intelligence (AI), Possible Appl Application Domains and Modern AI, Risk and benefits of AI.	roaches in AI,	
	Intelligent Agents: Agent and Environment, Rationality, Rational Agent, Nature of Environmen PEAS, Structure of Agents, Complex Problems and AI, Problem Representation in AI.		
	PROBLEM SOLVING BY SEARCHNG	(12 Hours)	
	Problem solving agents, Search algorithms, Uninformed Search, Breadth first search, depth first search, depth limited and iterative deepening sear (Heuristic) Search, greedy best first search, A* and its varients, Heuristic functions complex environment.	ch, Informed	
	Local Search and optimization problems, hill climbing search, simulated anelin search, Evolutionary algorithms, Genetic Algorithm, Local search in continuo nondeterministic actions, Constraint Satisfaction Problems, Constraint propagation	us space and	
	ADVERSARIAL SEARCH AND GAMES	(04 Hours)	
	Game theory, game tree, optimal decision in games, Minimax search, multiplayer Expectimax, Monte Carlo tree search, stochastic games.	r, alpha-Beta,	

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KNOWLEDGE REPRESENTION	(04 Hours)
Logical agent, Knowledge based agent, representing simple facts in Logic, Proposition First order logic, Predicate Logic, Inference in first order logic, Forward & Backwunification, Inferencing By Resolution Refutation.	
UNCERTAINTY KNOWLEDGE AND REASONING	(08 Hours)
Quantifying Uncertainty, Basic Probability notation, Independence, Bayes Rule Probabilistic reasoning, Bayesian Network, Fuzzy Logic, Probabilistic reasoning Hidden Markov models, Kalman filters, Making simple decision, Decisions Tunction, Decision Network, Algorithms for Markov Decision Process, Multia making cooperative and non-cooperative game theory.	ng over time, Γheory, Utility
LEARNING AGENTS	(05 Hours)
Learning Agent, Types of learning, Learning from experience: Reinforcement Rewards, policy, Model based and Model free learning, Temporal difference Learning) and Q Learning, RL Applications, Learning from Example: Supervinted Introduction, Perceptron, Introduction to Neural Network and Deep Learning.	learning (TD-
AI APPLICATIONS AND ETHICS	(08 Hours)
Algorithms for Classing planning, Motion planning and navigation, Robot introdu Robot Motion Planning, simultaneous localization and mapping (SLAM), Config. Roadmap based and cell decomposition path planning, Probabilistic Roadman random tree (RRT). Natural language understanding, Computer Vision, Al i Philosophy, Ethics and safety of Al, Advance topics in Al	uration space, nap, exploring
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hou	rs = 75 Hours)

3.	Practicals
1	Introduction to Prolog programming
2	Types of agents and Problem Representation in AI
3	Searching in graph based problem space, exploring Uninformed search Techniques
4	Exploring Informed search Techniques (Vacuum world and Maze Problem)
5	Exploring Uninformed and Informed search Techniques (PACMAN Search Space)
6	Multi agent in a search space

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

7	Introduction Logical Agent and Knowledge representation using Prolog
8	Reasoning Under Uncertainty using Bayesian Learning
9	Reinforcement Learning using Q-Learning
10	Introduction to Machine Learning and Python libraries for Data Analysis (Pandas, NumPy, Matplotlib)

4.	Books Recommended
1	Stuart Russell, Peter Norvig, Artificial intelligence : A Modern Approach, Prentice Hall, Fourth edition, 2020.
2	Elaine Rich, Kevin Knight, and Shivashankar B Nair, Artificial Intelligence, McGraw Hill, 3rd ed., 2009.
3	Nils J. Nilsson, Artificial Intelligence: A New Synthesis, Morgan-Kaufmann, 1998.
4	Judea Pearl, Heuristics: Intelligent Search Strategies for Computer Problem Solving, Addison-Wesley Publishing Company, 1984.

B.Tech. II (CSE) Semester – IV INFORMATION SECURITY	Scheme	L	Т	Р	Credit
CS233		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand the concepts related to Information Security and Cryptography.
CO2	Apply the concept of security services and mechanisms from the application developers and network administrator's perspective.
CO3	Analyse the security schemes for their use in different application scenarios.
CO4	Evaluate and asses the computer and network systems for associated risks.
CO5	Design the security schemes depending on the organisation's requirements.

2.	Syllabus	
	INTRODUCTION	(04 Hours)
	Security Introduction, Characteristics of Information: Availability, Accuracy, Confidentiality, Integrity, Utility, Possession, CIA Traid, Reference Model of Assurance & Security (RMIAS), Components of an Information System: Softwa Data, People, Procedures, Networks, Securing Components, Balancing Informatio Access, Approaches to Information Security Implementation.	f Information re, Hardware,
	NEED FOR SECURITY	(04 Hours)
	Business Needs: Protecting the Functionality, Enabling Safe Operation, Protecting Data Safeguarding Technology Assets, Threats, Attacks: Malicious Code, Backdoors, Password Crack Brute Force, Dictionary, DoS and DDoS, Spoofing, Man-in-the-Middle, Spamming, Sniffing Social Engineering, Buffer Overflow, Timing Attack.	
	DIGITAL WATERMARKING AND STEGANOGRAPHY	(04 Hours)
	Properties of Watermarking: Embedding Effectiveness, Fidelity, Data Payload, Blind or Informed Detection, False Positive Rate, Robustness, Keys etc. Properties of Steganography: Embedding Steganographic Capacity, Embedding Capacity, Embedding Efficiency, and Data Payload, Blind or Informed Extraction, Blind or Targeted Steganalysis, Statistical Undetectability, False Alarm Rate Robustness, Security, Stego Key, Evaluating and Testing Steganographic Systems.	
	SECURITY RISK ASSESSMENT AND MITIGATION	(04 Hours)

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Vulnerability, Threat and Risk, Risk Assessment and Mitigation + Quick Fixes, Intro / DRP / Incident Management, Segregation and Separation of Duties Responsibilities, IT ACT 2000.	
INTRODUCTION TO SYMMETRIC KEY CRYPTOGRAPHY AND PUBLIC KEY CRYPTOGRAPHY	(06 Hours)
Traditional and Modern Symmetric Key Ciphers, Block Ciphers and Stream Ciphe Modes of Operations, Security Analysis, Public Key Characteristics, PKC Application Requirements, RSA, Diffie-Hellman Key Agreement Protocol, Security Analysis.	•
TYPES OF ASSESSMENTS FOR INFORMATION SECURITY	(05 Hours)
VAPT of Networks, Web Appln Audits, IT Assessments or Audits, Assessment Equipment, Assessment of Security Devices (Web Filtering, Firewalls, IDS / IPS, Centre Assessment, Security of Application Software, SAP Security, Desktop Se Security, BCP / DRP assessments, Policy Reviews, Network Security & Commo Tools Used.	Routers, Data curity, RDBMS
OPERATING SYSTEMS SECURITY	(06 Hours)
Windows and Linux Security, Types of Audits in Windows Environment: Server S Directory (Group Policy), Anti-Virus, Mails, Malware, End Point Protection, Shade SUDO Users, UNIX File Access Control, Access Control Lists in UNIX, Windows Se Control Scheme, Access Token, Security Descriptors, Operating Systems Hardenin	ow Passwords, ecurity: Access
WEB APPLICATION SECURITY	(06 Hours)
Web Application Security: Common Issues in Web Apps, Basic Web Security Mo Scripting, SQL Injection, Password Vulnerabilities, Session Hijacking, Local and Inclusion, Audit Trails, HTTPS, OWASP Security Knowledge Framework, CA Authentication and Session Management for Web Apps, The Security Archite Browsers.	d Remote File APTCHA, User
CURRENT TRENDS IN INFORMATION SECURITY	(06 Hours)
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Ho	ours=75 Hours)

3.	Books Recommended
1	William Stallings, Cryptography and Network Security – Principles and Practice, 8th Edition, Pearson Education, 2022.

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2	Forouzan and Mukhopadhyay, Cryptography and Network Security, 3 rd Edition, McGraw Hill, 2015.
3	Menezes Bernard, Network Security and Cryptography, 1st Edition, Cengage Learning India, 2010.
4	Douglas Stinson, Cryptography: Theory and Practice, 4th Edition, CRC Press, 2018.
5	William Stallings, Network Security Essentials: Applications and Standards, 6th Edition, Pearson Education, 2018.

ADD	ADDITIONAL REFERENCE BOOKS		
1	Menezes, Oorschot and Vanstone, Handbook of Applied Cryptography, CRC Press, 1996.		
2	Dhiren Patel, Information Security: Theory and Practice, PHI, 2008.		

B.Tech. III (CSE) Semester – V OPERATING SYSTEMS	Scheme	L	Т	Р	Credit
CS301		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand the significance of operating system in computing devices, exemplify the communication between application programs and hardware devices through system calls.
CO2	Compare and illustrate various process scheduling algorithms.
CO3	Apply appropriate memory and file management schemes.
CO4	Illustrate various disk scheduling algorithms.
CO5	Design access control and protection based modules for an operating system.

2.	Syllabus	
	OPERATING SYSTEM OVERVIEW	(03 Hours)
	Operating System (OS) Objectives, Evolution, Types, Major Achievements, Model Systems, Virtual Machines, OS Design Considerations for Multiprocessor and Multi	
	PROCESSES AND THREADS	(05 Hours)
	Process Concept, Process States, Process Description, Process Control Block, Postructure in Contemporary Operating Systems, Process Hierarchy, Processes vs Theof Threads, Multicore and Multithreading, Case Study: Linux & Windows Process Management and its Related System Calls.	reads, Types
	CONCURRENCY: MUTUAL EXCLUSION AND SYNCHRONIZATION	(06 Hours)
	Principles of Concurrency, Mutual Exclusion, Semaphores, Monitors, Messa Readers/Writers Problem.	age Passing,
	CONCURRENCY: DEADLOCK AND STARVATION	(05 Hours)
	Principles of Deadlock, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection Dining Philosopher's Problem, Case Study: Linux & Windows Concurrency Mechanism.	
	SCHEDULING	(08 Hours)

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Uniprocessor Scheduling: Long Term Scheduling, Medium Term Scheduling,	Short Term
Scheduling, Scheduling Algorithms: Short Term Scheduling Criteria, Use of Priorities	s, Alternative
Scheduling Policies, Performance Comparison, Fair-Share Scheduling. Me	ultiprocessor
Scheduling: Granularity, Design Issue, Process Scheduling, Thread Schedulin	g, Real-Time
Scheduling: Characteristics of RTOS, Real-Time Scheduling, Deadline Sched	duling, Rate
Monotonic Scheduling, Priority Inversion. Case Study: Linux & Windows Schedulin	g.
MEMORY MANAGEMENT	(05 Hours)
Memory Hierarchy, Static and Dynamic Memory Allocation, Overview of Swappi	ing, Multiple
Partitions, Contiguous and Non-Contiguous Memory Allocation, Concepts of Sir	•
SimpleSegmentation.	, 5 5
VIRTUAL MEMORY	(05 Hours)
Virtual Memory Concepts, Paging and Segmentation using Virtual Memory, Pro Sharing, Fetch Policy, Placement Policy, Replacement Policy, Resident Set N Cleaning Policy, Load Control, Case Study: Linux & Windows Memory Management	lanagement,
I/O MANAGEMENT AND DISK SCHEDULING	(04 Hours)
I/O Device, Organisation of the I/O Function, Operating System Design Issue, I/	/O Buffering
DiskScheduling, RAID, Disk Cache, Case Study: Linux & Windows I/O.	o banering,
FILE MANAGEMENT	(04 Hours)
Overview of : Files & File Systems, File Structure, File Management Systems, File	Organisation
and Access, B-tree, File Directories, File Sharing, Record Blocking, Second	lary Storage
Management, FileSystem Security, Case Study: Linux & Windows File System.	
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours	s = 75 Hours)

3.	Practicals
1	Introduction to Basic and Advance commands of Linux.
2	Introduction to Shell Script and programs based on it.
3	Practical based on different Memory management scheme.
4	Practical based on different Process scheduling algorithm.
5	Practical based on different Disk scheduling algorithm.

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(6	Process synchronization and deadlock.
7	7	Practical based on file management system.
8	3	Practical based on input output device management.

4.	Books Recommended
1	Silberschatz, Galvin and Gagne, "Operating System Concepts", 10/E, John Wiley & Sons, 2018.
2	W. Stallings, "Operating Systems: Internals and Design Principles", 9/E, Pearson Pub., 2018.
3	W Richard Stevens, Stephen A Rago, "Advanced Programming in the UNIX Environment"; 3/E,Addison Wesley Professional, 2013.
4	Kernighan & Pike, "UNIX programming Environment", 2/E, PHI-EEE, 2001.
5	A Tanenbaum, A Woodhull, "Operating Systems - Design and Implementation", 3/E, PHI EEE, 2006.

ADD	ADDITIONAL REFERENCE BOOKS			
1	Crawley, "Operating Systems - A Design Oriented Approach", 1/E, McGraw Hill, 1998.			

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B.Tech. III (CSE) Semester – V MACHINE LEARNING	Scheme	L	Т	Р	Credit
CS331		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Acquire knowledge of pattern recognition, regression, classification, clustering algorithms and statistics.
CO2	Apply different classification, regression, machine learning algorithms and modelling.
CO3	Analyze the data patterns and modelling for applying the learning algorithms.
CO4	Evaluate the performance of an algorithm and comparison of different learning techniques.
CO5	Design solution for real life problems like biometric recognition, natural language processing and its related applications using various tools and techniques of machine learning.

2.	Syllabus	
	INTRODUCTION	(09 Hours)
	Pattern Representation, Concept of Pattern Recognition and Classification, Featur Feature Selection, Basics of Probability, Bayes Decision Theory, Maximum-Lik Bayesian Parameter Estimation, Error Probabilities, Learning of Patterns, Modelling Discriminant Functions, Linear Discriminant Functions, Decision Surface, Learning To Discriminant Analysis.	elihood and , Regression,
	SUPERVISED LEARNING ALGORITHMS	(10 Hours)
	Linear Regression, Gradient Descent, Support Vector Machines, Artificial Neural Decision Trees, ML and MAP Estimates, K-Nearest Neighbor, Naive Bayes, Bayesia Classification, Overfitting, Regularization, Multilayer Networks, Back-propaga Classification, Nearest Neighbor Classification, Cross Validation and Attribute Select Clustering, Agglomerative Hierarchical Clustering.	n Networks, ation, Bayes
	UNSUPERVISED LEARNING ALGORITHMS	(10 Hours)
	K-Means Clustering, Gaussian Mixture Models, Learning with Partially Observences Expectation Maximization Approach. Dimensionality Reduction, Principal Compon Model Selection and Feature Selection.	

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

TRANSFORM DOMAIN PATTERN ANALYSIS	(06 Hours)
Signal Transformation, Frequency Domain Representation of Signal, Feature Analysis, Multiresolution Representation, Wavelet Transform, Discrete Cosine 7	
APPLICATIONS	(10 Hours)
Signal Processing Application, Image Processing, Biometric Recognition, Fa Recognition, Information Retrieval, Natural Language Processing.	ice and Speech
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time:45 Hours + 30 Ho	ours = 75 Hours)

3.	Practicals
1	Implement classification and regression techniques.
2	Implement clustering and statistical modeling methods.
3	Implement various dimensionality reduction techniques.
4	Implement neural networks and non-parametric techniques.
5	Implement mini-project based on machine learning approaches.

4.	Book Recommended
1	Geoff Dougherty, "Pattern Recognition and Classification: An Introduction", 1st Edition, Springer, 2013.
2	Theodoridis and K.Koutroumbas, "Pattern Recognition", 4th Ed., Academic Press, 2009.
3	Christopher M. Bishop, "Pattern Recognition and Machine Learning", 1st Edition, Springer, 2006.
4	Richard O. Duda, Peter E. Hart, David G. Stork, "Pattern Classification", 2nd Edition, Wiley, 2001.
5	K. Fukunaga, "Introduction to Statistical Pattern Recognition", 2nd Edition, Academic Press, 2000.

ADDITIONAL REFERENCE BOOKS 1 Ranjjan Shinghal, "Pattern Recognition Techniques and Application", 1st Edition, Oxford university press, 2006.

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B.Tech. III (CSE) Semester – V PROFESSIONAL ETHICS, ECONOMICS AND BUSINESS	Scheme	L	Т	Р	Credit
MANAGEMENT		2	1	0	04
MG210		3	_	U	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Develop knowledge regarding Professional ethics.
CO2	Develop knowledge of Economics in engineering.
CO3	Develop managerial skills to become future engineering managers.
CO4	Develop skills related to various functional areas of management (Marketing Management, Financial Management, Operations Management, Personnel Management etc.)
CO5	Build knowledge about modern management concepts.
CO6	Develop experiential learning through Assignments, Management games, Case study discussion, Group discussion, Group presentations etc.

2.	Syllabus	
	PROFESSIONAL ETHICS	(06 Hours)
	Introduction, Meaning of Ethics, Approaches to Ethics, Major attributes of Ethics, Factors influencing Ethics, Importance of Ethics, Ethics in Management, Cethics, Ethical aspects in Marketing, Mass communication and Ethics - Televiblowing, Education — Ethics and New Professional, Intellectual Properties Introduction to Professional Ethics, Engineering Ethics.	Organizational ision, Whistle
	ECONOMICS	(09 Hours)
	Introduction to Economics, Applications & Scopes Of Economics, Micro & Macro Demand Analysis, Demand Forecasting, Factors Of Production, Types Of Structures, Break Even Analysis.	•
	MANAGEMENT	(15 Hours)
	Introduction to Management, Features Of Management, Nature Of Management, of Management Thoughts – Scientific Management By Taylor & Contribution of Coordination & Functions Of Management, Centralization & Decentralization, Dec Fundamentals of Planning; Objectives & MBO; Types of Business Organizations:	f Henry Fayol, cision Making;

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Public Sector & Joint Sector; Organizational Behavior: Theories of Motivation Leadership.	, Theories of
FUNCTIONAL MANAGEMENT	(12 Hours)
Marketing Management: Core Concepts of Marketing, Marketing Mix (4p), Se Targeting — Positioning, Marketing Research, Marketing Information System International Marketing, Difference Between Domestic Marketing & Internation Operations Management: Introduction to Operations Management, Types Systems, Types of Layouts, Material Handling, Purchasing & Store Syste Management; Personnel Management: Roles & Functions of Personnel Manager, Selection, Training; Financial Management: Goal of Financial Management, Kerinancial Management, Organization of Financial Management, Financial Institutionstruments, Sources of Finance.	, Concept of nal Marketing; of Operation m, Inventory Recruitment, y Activities In
MODERN MANAGEMENT ASPECTS	(03 Hours)
Introduction to ERP, e – CRM, SCM, RE – Engineering, WTO, IPR etc	
Tutorial: Case Study Discussion, Group Discussion, Management games and Assignments / Mini projects & presentation on related Topics.	(15 Hours)
(Total Contact Time: 45 Hours + 15 Hours	rs = 60 Hours)

3.	Tutorials
1	Case Study Discussion
2	Group Discussion
3	Management games
4	Assignments / Mini projects & presentation on related Topics

4.	Books Recommended
1	Balachandran V. and Chandrasekaran, Corporate Governance, Ethics and Social Responsibility, PHI, 2 nd Edition, 2011.
2	Prasad L.M., Principles & Practice of Management, Sultan Chand & Sons, 8 th Edition, 2015.
3	Banga T. R. & Sharma S.C., Industrial Organisation & Engineering Economics, Khanna Publishers, 25 th Edition, 2015.
4	Everett E. Adam, Ronald J. Ebert, Production and Operations Management, Prentice Hall of India, 5th edition, 2012.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

5	Kotler P., Keller K. L, Koshi A.& Jha M., Marketing Management – A South Asian Perspective, Pearson, 14 th Edition, 2014.
6	Tripathi P.C., Personnel Management & Industrial Relations, Sultan Chand & sons, 21st Edition, 2013.
7	Chandra P., Financial Management Theory and Practice, Tata McGraw Hill, 11th Edition, 2022.

ADDI	ADDITIONAL REFERENCE BOOKS	
1	Crane A. & Matten D., Business Ethics: Managing Corporate Citizenship and Sustainability in the Age of Globalisation, Oxford University, 4th edition, 2016.	
2	Fritzsche D. J., Business Ethics: a Global and Managerial Perspectives, McGraw Hill Irwin, Singapore, 2005.	
3	Mandal S. K., Ethics in Business and Corporate Governance, Tata McGraw Hill, 2011.	

B.Tech. III (CSE) Semester – VI SYSTEM SOFTWARE	Scheme	L	Т	Р	Credit
CS302		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand systems software components, finite automata, regular expression and context free grammar.
CO2	Apply the knowledge of assembler and macro processors to convert assembly language into machine code.
CO3	Analyze working phases of Compiler, various parsing techniques, semantic analysis, Error handling, code generation and code optimization techniques to undertake meaningful language translation.
CO4	Evaluate Linkers, Loaders, interpreters and debugging methods to manages system memory and provide a portable runtime environment.
CO5	Create a language translator application and mimic a simple compiler.

2.	Syllabus		
	INTRODUCTION	(05 Hours)	
	Introduction to System Software, Utility Software, Systems Programming, Rec Software Development, Programming Languages and Language Processors, Data Language Processing.		
	ASSEMBLERS	(06 Hours)	
	Overview of the Assembly Process, Cross Assembler, Micro Assembler, Meta Assembler, Two Pass Assembler, Design of Operation Code Table, Symbol Table, Advanced Assembly Process.	. •	
	MACRO PROCESSORS	(06 Hours)	
	Introduction of Macros, Macro Processor Design, Forward Reference, Backward Reference, Positional Parameters, Keyword Parameters, Conditional Assembly, Macro Calls within Macros, Implementation of Macros Within Assembler. Designing Macro Name Table, Macro Definition Table, Kew Word Parameter Table, Actual Parameter Table, Expansion Time Variable Storage.		
	COMPILERS	(16 Hours)	

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

(Total Contact Time: 45 Hours + 30 Hou	rc = 75 Hours)	
Practicals will be based on the coverage of the above topics separately.	(30 Hours)	
Overview of Interpretation and Debugging Process, Types of Errors, Classification Dynamic/Interactive Debugger, The Java Language Environment, Java Virtual Recent Developments.		
INTERPRETERS & DEBUGGERS	(06 Hours)	
Design of a Linker, Program Relocation, Linking of Overlay Structured Program Linking, General Loader Schemes, Absolute Loader, Relocating Loader, Dyr Bootstrap Loader, Linking Loader, other Loading Schemes, Linkers v/s Loaders.	•	
LINKERS AND LOADERS	(06 Hours)	
Phases of Compiler, Analysis-Synthesis Model of Compilation, Interface with Input, Parser and Symbol Table, Token, Lexeme, Patterns and Error Reporting in Lexical Analysis, Programming Language Grammars, Classification of Grammar, Ambiguity in Grammatical Specification, Top Down Parsing, Recursive Descent Parsing, Transformation on The Grammars, Predictive Parsing, Bottom Up Parsing, Operator Precedence Parsing, LR Parsers, Language Processor Development Tools – LEX & YACC, Semantic Gap, Binding and Binding Times, Memory Allocation, Compilation of Expression, Intermediate Representations, Basic Code Optimization.		

3.	Practicals
1	Study, install and setup various system software tools.
2	Implementation of single pass and two pass assembler.
3	Design and implement scanner using lexical analyzer (LEX) tool.
4	Design and implement parser using YACC tools.
5	Design and configure a compiler application using modern tools and softwares.
6	Implementation of different stages of compiler.
7	Implementation of interpreter and debugger.
8	Implementation of optimization based compiler design.

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4.	Books Recommended
1	D. M. Dhamdhere, "Systems Programming", 6/E, McGraw Hill, 2014.
2	Leland L. Beck, "System Software - An Introduction to System Programming", 3/E, Pearson Education, 2002.
3	John Donovan, "Systems programming", 1/E, McGraw Hill, 2017.
4	Santanu Chattopadhyay, "System Software" 1/E, Prentice-Hall India, 2007.
5	A. V. Aho, R. Sethi & J D. Ullman, "Compilers-Principles, Techniques and Tools", 2/E, Pearson India, 2013.

ADD	DITIONAL REFERENCE BOOKS
1	Allen. Holub, "Compiler Design in C", 1/E, Pearson India, 2015.
2	Ronald Mak, "Writing Compilers and Interpreters: A Software Engineering Approach", 3/E, Wiley, 2009.

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B.Tech. III (CSE) Semester – IV DISTRIBUTED COMPUTING	Scheme	L	Т	P	Credit
CS332		3	1	0	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand the concepts of distributed System and design and implementation issues.
CO2	Define key mechanism for designing distributed algorithms for different primitives like mutual exclusion, deadlock detection, agreement etc.
CO3	Analyze different types of faults and fault handling techniques in order to implement faulttolerant systems.
CO4	Correlate different election algorithm, file system, time synchronization and naming services.
CO5	Design and develop distributed programs subject for specific design and performance constraints.

2.	Syllabus	
	INTRODUCTION TO DISTRIBUTED SYSTEMS	(06 Hours)
	Review of Networking Protocols, Point to Point Communication, Operating Systems Programming, Characteristics and Properties of Distributed Systems, Goals of Systems, Multiprocessor and Multicomputer Systems, Distributed Operating System Operating Systems, Middleware Concept, The Client-Server Model, Design Approa Based-Virtual Machine Based, Application Layering.	Distributed ms, Network
	COMMUNICATIONIN DISTRIBUTED SYSTEMS	(04 Hours)
	Layered Protocols, Message Passing-Remote Procedure Calls-Remote Object Message Oriented Communication, Stream Oriented Communication, Case Studies	
	PROCESS MANAGEMENT	(05 Hours)
	Concept of Threads, Process, Processor Allocation, Process Migration and Rel SoftwareAgents, Scheduling in Distributed System, Load Balancing and Sharing Fault Tolerance, Real Time Distributed System.	
	SYNCHRONIZATION	(06 Hours)

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Clock Synchronization, Logical Clocks, Global State, Election Algorithms-The Bully Ring algorithm, Mutual Exclusion-A Centralized Algorithm-A Distributed Algorithm Algorithm, Distributed Transactions.	_
CONSISTENCY AND REPLICATION	(06 Hours)
Introduction to Replication, Object Replication, Replication as Scaling Technique, Consistency Models-Strict-Linearizability and Sequential-Causal-FIFO-Weak-record Client Centric Consistency Models-Eventual Consistency-Monotonic Reads and your Writes- Writes Follow Reads, Implementation Issues, Distribution Protocols Placement-UpdatePropogation-Epidemic Protocols, Consistency Protocols.	elease-Entry, Writes-Read
FAULT TOLERANCE	(04 Hours)
Introduction, Failure Models, Failure Masking, Process Resilience, Agreem in Fau Reliable Client Server communication, Group communication, Distributed Commit	
DISTRIBUTED OBJECT BASED SYSTEMS	(06 Hours)
Introduction to Distributed Objects, Compile Time Vs Run Time Objects, Persistent a Objects, Enterprise JAVA Beans, Stateful and Stateless Sessions, Global Distrib Objects, Object Servers, Object Adaptors, Implementation of Object References Dynamic Remote Method Invocations, Replica Framework.	uted Shared
DISTRIBUTED FILE SYSTEMS	(04 Hours)
Introduction, Architecture, Mechanisms for Building Distributed File System Caching- Hints-Bulk Data Transfer-Encryption, Design Issues-Naming and Name Caches on Disk or Main Memory-Writing Policy-Cache consistency-Availabilit Semantics, Case Studies, Log Structured File Systems.	Resolution-
DISTRIBUTED WEB BASED SYSTEMS	(04 Hours)
Architecture, Processes, Communication, Naming, Synchronization, Web Pro Replication of Web Hosting Systems, Replication of Web Applications.	oxy Caching,
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours	s = 75 Hours)

Ī	3.	Practicals
	1	Implementation of concepts of communication protocols using UDP and TCP IP.
	2	Implement the remote procedure call with an application.

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

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3	Implementation of object based system using RMI or CORBA.
4	Implementation of distributed system for file sharing and message passing.
5	Implementation of Socket programming.
6	Implementation of distributed client-server application.
7	Implementation of client-server application with scheduling in distributed environment.
8	Implementation of distributed load balancing and resource sharing.

4.	Books Recommended
1	Andrew S Tanenbaum, "Distributed systems: Principles and Paradigms", 4th Edition, Pearson Education. Inc 2023.
2	Mukesh Singhal and Niranjan G. Shivaratri, "Advanced Concepts in Operating Systems", TMH, McGraw-Hill, Inc. New York, USA 1994.
3	Pradeep K. Sinha, "Distributed Operating System: Concept and design", PHI, New Delhi 2019.
4	W Richard Stevens, "Unix Network Programming: Vol 1, Networking APIS: Sockets & XTI", Third Edition E, Pearson Education, 2003.
5	Colouris, Dollimore, Kindberg, "Distributed Systems Concepts & Design", 5th Edition, Pearson Ed. 2011.

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B.Tech. III (CSE) Semester – VI INNOVATION, INCUBATION AND ENTREPRENEURSHIP	Scheme	L	Т	Р	Credit
MG110		3	1	0	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Explain the concepts of entrepreneurship.
CO2	Develop skills related to various functional areas of management (Marketing Management, Financial Management, Operations Management, Personnel Management etc.).
CO3	Develop skills related to Project Planning and Business Plan development.
CO4	Demonstrate the concept of Innovation, Intellectual Property Rights (IPR) and Technology Business incubation.
CO5	Build knowledge about Sources of Information and Support for Entrepreneurship.
CO6	Develop experiential learning through Assignments, Management games, Case study discussion, Group discussion, Group presentations etc.

2.	Syllabus					
	CONCEPTS OF ENTREPRENEURSHIP	(08 Hours)				
	Scope of Entrepreneurship, Definitions of Entrepreneurship and Entrepreneur, Entraits, Characteristics and Skills, Entrepreneurial Development models a Entrepreneurs Vs Managers, Classification of Entrepreneurs; Major types of Entrepreneur Entrepreneurship, Women Entrepreneurship, Social Entrepreneurship (Corporate entrepreneurship), Rural Entrepreneurship, Family Problems for Small Scale Enterprises and Industrial Sickness; Entrepreneurial E Political, Legal, Technological, Natural, Economic, Socio – Cultural etc.					
	FUNCTIONAL MANAGEMENT AREA IN ENTREPRENEURSHIP	(15 Hours)				
	Marketing Management: Basic concepts of Marketing, Development of Marketing Strategy and Marketing plan. Operations Management: Basic concepts of Operations management Location problem, Development of Operations strategy, and plan. Personnel Management Main operative functions of a Personnel Manager, Development of H R strategy and plan Financial Management: Basics of Financial Management, Ratio Analysis, Investment Decisions Capital Budgeting and Risk Analysis, Cash Flow Statement, Break Even Analysis.					
	PROJECT PLANNING	(09 Hours)				

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

	Search for Business Idea, Product Innovations, New Product Development – Stage	s in Product		
	Development; Sequential stages of Project Formulation; Feasibility analysis – Techni	cal, Market,		
	Economic, Financial etc.; Project report; Project appraisal; Setting up an Indus	strial unit –		
	procedure and formalities in setting up an Industrial unit; Business Plan Developme	ent.		
	PROTECTION OF INNOVATION THROUGH IPR	(02 Hours)		
	Introduction to Intellectual Property Rights – IPR, Patents, Trademarks, Copy Rights			
	INNOVATION AND INCUBATION	(07 Hours)		
	Innovation and Entrepreneurship, Creativity, Green Technology Innovations,	Grassroots		
	Innovations, Issues and Challenges in Commercialization of Technology I	nnovations,		
	Introductionto Technology Business Incubations, Process of Technology Business Incubations	cubation.		
	SOURCES OF INFORMATION AND SUPPORT FOR ENTREPRENEURSHIP	(04 Hours)		
	State level Institutions, Central Level institutions and other agencies.			
	Tutorial: Case Study Discussion, Group Discussion, Management games and			
	Assignments / Mini projects & presentation on related Topics	(15 Hours)		
	(Total Contact Time: 45 Hours + 15 Hours = 60 Hours			
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3.	Tutorials
1	Case Study Discussion
2	Group Discussion
3	Management games
4	Assignments / Mini projects & presentation on related Topics

4.	Books Recommended
1	Desai Vasant, "Dynamics of Entrepreneurial Development and Management", Himalaya Publishing House, India, 6th Revised Edition, 2020.
2	Charantimath P. M., "Entrepreneurial Development and Small Business Enterprises", Pearson Education, 3 rd Edition, 2018.
3	Holt David H., "Entrepreneurship: New Venture Creation", Pearson Education, 2016.
4	Chandra P., "Projects: Planning, Analysis, Selection, Financing, Implementation and Review", TataMcGraw Hill, 9 th Edition, 2019.

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Banga T. R. & Shrama S.C., "Industrial Organisation& Engineering Economics", Khanna Publishers, 25th Edition, 2015.

ADI	DITIONAL REFERENCE BOOKS
1	Prasad L. M., "Principles & Practice of Management", Sultan Chand & Sons, 8 th Edition,2015.
2	Everett E. Adam, Ronald J. Ebert, "Production and Operations Management", Prentice Hall of India, 5th edition, 2012.
3	Kotler P., Keller K. L, Koshi A.& Jha M., "Marketing Management – A South Asian Perspective", Pearson, 14th Edition, 2014.
4	Tripathi P.C., "Personnel Management & Industrial Relations", Sultan Chand & sons, 21st Edition, 2013.
5	Chandra P., "Financial Management", Tata McGraw Hill, 9th Edition, 2015.

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III (CSE) Semester - VI (INSTITUTE ELECTIVE) ETHICAL HACKING	Scheme	L	Т	Р	Credit
CS364		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand the core concepts related to ethical hacking and information security.
CO2	Utilize tools and techniques to identify and exploit vulnerabilities ethically.
CO3	Analyze and mitigate threats to system and network security.
CO4	Apply principles of ethical hacking in professional environments with a focus on legal and ethical compliance.
CO5	Conduct penetration testing and propose solutions for secure systems.

2.	Syllabus					
	INTRODUCTION: ETHICAL HACKING, FOOTPRINTING AND RECONNAISSANCE	(08 Hours)				
	Ethical Hacking: Information Security Overview, Threats, Hacking Concepts, E					
	Principles, Penetration Testing Basics, Laws and Standards Footprinting Techniques, No. 2015 DNS Enumeration, Network Footprinting, Tools and Countermeasures.	Who is Lookup,				
	SCANNING, ENUMERATION AND MALWARE ANALYSIS	(08 Hours)				
	Network Scanning Tools and Techniques, Banner Grabbing, Vulnerability Scanning	g, Enumeration				
	Methods, Countermeasures, Steganography, System Hacking and Malware Three					
	Cracking, Privilege Escalation, Malware Analysis, Trojan and Virus Concepts,	Anti-Malware				
	Strategies.					
	SNIFFING, SOCIAL ENGINEERING AND WEB APPLICATION AND DATABASE					
	HACKING	(08 Hours)				
	Sniffing Techniques (ARP Poisoning, DHCP Attacks), Social Engineering Tactics, Co	untermeasures				
	and Penetration Testing, Web Application and Database Hacking: SQL Injection, Cross	s-Site Scripting,				
	Web Application Vulnerabilities, Tools and Testing Methods.					
	WIRELESS AND MOBILE HACKING	(05 Hours)				
	Wireless Network Attacks, Bluetooth Hacking, Mobile OS Vulnerabilities, O	WASP top 10				
	Vulnerabilities, Countermeasures.					
	REMOTE EXPLOITATION	(08 Hours)				
	Attacking Remote Services: Brute Force Attacks: Traditional brute force, Dictional	ary and hybrid				
	attacks, Common target protocols: SSH, RDP, SQL, Tools of the trade: THC Hydra, Medusa, Ncrack,					

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Practical examples: Cracking S	SSH with Medusa,	Attacking SMT	P services, M	etasploit Framework:
History and key features,	Interfaces: MSFC	onsole, MSFcli,	MSFVenom,	Reconnaissance and
database integration: Port sca	nning and vulneral	oility assessmen	t, Storing Nm	ap data in Metasploit,

History and key features, Interfaces: MSFConsole, MSFcli, MSFVenom, Recon	naissance and
database integration: Port scanning and vulnerability assessment, Storing Nmap data	in Metasploit,
Exploitation examples: Compromising a Windows host, Using db_autopwn.	
CLIENT-SIDE EXPLOITATION, POST-EXPLOITATION AND PRIVILEGE ESCALATION	(20.11
CELENT-SIDE EXPEDITATION, POST-EXPEDITATION AND PRIVILEGE ESCALATION	(08 Hours)
Client-Side Exploitation: Attack scenarios: Emails with malicious attachments/linl	ks, USB-based
malware attacks, PDF hacking and browser exploits, Tools: Social Engineering	Toolkit (SET),
Evilgrade, PDF reconnaissance with tools like PDFINFO and PDFTK, Real-wo	orld examples
and defense mechanisms, Post-Exploitation and Privilege Escalation, Situation	on awareness:
Enumerating Windows/Linux systems, Identifying processes and interacting wit	th the system,
Privilege escalation: Techniques for bypassing user access control, Token in	npersonation,
Maintaining access: Installing backdoors, Persistence with MSFVenom, H	ash cracking:
Dumping and cracking hashes, Tools: John the Ripper, Rainbow Crack.	
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours = 75 Hours	

3.	Practicals
1	Installation of Kali Linux and Virtual Lab Setup.
2	MAC Address changer using python
3	Network Scanner Programming.
4	ARP Spoofing Implementation
5	Packet Sniffing and Spoofing
6	DNS Spoofing Demonstration.
7	Reverse Engineering Demonstration.
8	Mobile and Bluetooth Hacking Demonstartion
9	Creating and Analyzing Malware
10	Web Application Penetration Testing.
11	Writing a Vulnerability Scanner using Python

4.	Books Recommended
1	Michael Gregg, "Certified Ethical Hacker (CEH) Cert Guide", 2 nd Edition, Pearson India, 2014.
2	Rafay Baloch, "Ethical Hacking and Penetration Testing Guide", 2 nd Edition, CRC Press, 2017.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

3	Jon Erickson "HACKING: The art of Exploitation", 2 nd Edition, William Pollock No Starch Press, 2008.
4	Allen Harper, Shome Harris, Jonathan Ness, Chris Eagle, Gideon Lenkey, Terron Villiams "Gray Hat Hacking The Ethical Hakers Handbook", 3 rd Edition, TMH, 2011.
5	Patrick Engebretson, "The Basics of Hacking and Penetration Testing: Ethical Hacking and Penetration Testing Made Easy", 2 nd Edition, Elsevier, 2013.

ADD	ADDITIONAL REFERENCE BOOKS		
1	Dafydd, Stuttard, and Pinto Marcus. "The Web Application Hacker's Handbook: Finding and		
	Exploiting Security Flaws." (2011).		
2	Shimonski, Robert. Cyber reconnaissance, surveillance and defense. Syngress, 2014.		
3	Online ethical hacking platforms for practice e.g., Hack The Box, TryHackMe.		
4	Kendall, Kris, and Chad McMillan. "Practical malware analysis." Black Hat Conference, USA. Vol. 10.		
	2007.		

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III (CSE) Semester - VI (INSTITUTE ELECTIVE) COMPUTER VISION AND IMAGE PROCESSING	Scheme	L	Т	Р	Credit
CS368		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand fundamentals of image processing and computer vision and image analyzing
	techniques.
CO2	Apply various image processing operations for analyzing images and vision related techniques
	for segmentation, visualization of depth and camera calibration.
CO3	Analyze the problem and effectively use appropriate technique for image processing and
	vision related problem solving.
CO4	Evaluate critically the solutions developed for image processing and vision problems.
CO5	Build new applications using advanced image processing and computer vision techniques.

2.	Syllabus	
	INTRODUCTION TO COMPUTER VISION	(06 Hours)
	Introduction to Human Visual Perception and Geometric Vision, Photon	netric Image
	Formation, The digital camera, Image Model, Image Sensing and Acquisition, S	Sampling and
	Quantization, Mathematical Tool for Digital Image Processing, Types of Digital In	nages, Image
	File Formats, Colour Fundamentals and Models.	
	IMAGE PROCESSING BASICS	(08 Hours)
	Point Operations: Histogram Equalization, Log and Power-Law Transformation	ions; Spatial
	Filtering: Smoothing (Gaussian), Sharpening (Laplacian, Unsharp Masking); S	Sampling and
	Fourier transform, DFT, Smoothing and sharpening in frequency domain; Edg	ge Detection:
	Sobel, Prewitt, Canny Morphological Operations: Erosion, Dilation, Opening, Clo	sing.
	IMAGE FEATURES AND MATCHING	(06 Hours)
	Keypoint Detection: Harris Corner, SIFT, SURF; Feature Matching: SSD, N	CC, RANSAC;
	Descriptor Representations: BRIEF, ORB Applications: Object Tracking, Image Reg	gistration.
	MOTION AND DEPTH ESTIMATION	(06 Hours)
	Optical Flow: Lucas-Kanade, Horn-Schunck; Stereo Vision: Epipolar Geor Estimation; Structure from Motion (SfM).	netry, Depth
	OBJECT DETECTION AND RECOGNITION	(06 Hours)
	Template Matching, Object Detection Frameworks: Sliding Window, YOLO, SSD	; Recognition
	Methods: Bag of Visual Words, HOG, SVM, Deep Learning-Based Approaches.	
	ADVANCED TOPICS IN VISION	(06 Hours)
	Introduction to Deep Learning for Vision: CNN Architectures (AlexNet, VGG, ResN	et); Semantic
	Segmentation: UNet, SegNet, Generative Models: GANs for Image Synthes	sis and Style
	Transfer; Vision Transformers (ViT).	
	REAL-WORLD APPLICATIONS	(06 Hours)

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	(Total Contact Time: 45 Hours + 30 Hour	s = 75 Hours)
	Practical will be based on the coverage of the above topics separately.	(30 Hours)
	Surveillance, Augmented Reality, Vision for Robots; Ethics and Challenges in Com	nputer Vision.
	Case Studies: Autonomous Driving, Face Recognition, Medical Image Analysis,	, Biometrics,

3.	Practicals
1	Implementation of low level, mid-level, and high-level image processing algorithms.
2	Implementation of various filters and transformation techniques for frequency domain operations.
3	Implementation of camera calibration and estimation of internal and external parameters.
4	Implementation of depth using optical flow, stereo and motion.
5	Implementation of application-based mini-project.
6.	Implementation of image restoration techniques.
7.	Implementation of basic morphological operations.
8.	Implementation of image segmentation algorithms.

4.	Books Recommended
1	Rafael C. Gonzales and Richard E. Woods, "Digital Image Processing", 4 th edition Education, Reprint 2018.
2	Anil K. Jain, "Fundamentals of Digital Image Processing", PHI, EEE, 4 th reprint 2002.
3	David A. Forsyth and Jean Ponce, "Computer Vision: A Modern Approach", Prentice -Hall, 2004.
4	Robert M. Haralick and Linda G. Shapiro, "Computer and Robot Vision", Addison Wesley, 1992.
5	J. R. Parker, "Algorithms for Image Processing and Computer Vision", 2 nd edition, Wiley, 2010.

ADDITIONAL REFERENCE BOOKS	
1	Milan Sonka, Vaclav Hlavac, Roger Boyal, "Image Processing Analysis and Machine Vision" 3 rd Ed. PWS / Thomson Publishing, 2007.
2	Richard Hartley and Andrew Zisserman, "Multiple View Geometry in Computer Vision", Second Edition, Cambridge University Press, March 2004.

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B.Tech. III (CSE) Semester - VI (INSTITUTE ELECTIVE) APPLIED MACHINE LEARNING	Scheme	L	Т	Р	Credit
CS372		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand various machine learning techniques and formulation of problem in diverse field.
CO2	Apply these techniques of the algorithms to the hard machine learning problems.
CO3	Perform data analysis, data clustering and data transformation techniques for better usage and enhancement of available data.
CO4	Evaluate and compare the appropriateness and complexity of various machine learning techniques for real life problems.
CO5	Design the solution for the real life problems using machine learning approaches.

2.	Syllabus	
	INTRODUCTION	(04 Hours)
	Towards Intelligent Machines, Machine Learning Problems, Applications of machine Diverse Fields, Data Representation, Domain knowledge, Forms of Learning, Fun Artificial Intelligence, Machine Learning, Deep Learning, Data Analytics, Big Data, I Technologies.	damentals of
	MACHINE LEARNING TECHNIQUES	(10 Hours)
	Supervised Learning, Unsupervised Learning, Statistical Learning, Support Vector Neural Networks, Decision Tree Learning, Tree Based Ensembles.	tor Machine,
	DATA CLUSTERING AND TRANSFORMATION TECHNIQUES	(04 Hours)
	Data Analysis, Cluster Analysis, standard Clustering Techniques, Classific Enhancement, standard transformation Techniques, Feature Selection, Feature Ext	
	BUSINESS INTELLIGENCE AND DATA MINING: TECHNIQUES AND APPLICATIONS	(07 Hours)
	Data Warehousing and Online Analytical Processing, Mining Frequent Patterns and Rules, Intelligent Information Retrieval Systems, Data Mining Applications and Tren	
	MACHINE LEARNING APPLICATIONS	(20 Hours)
	Overview, Design cycle, Machine Learning Applications like Mobility: Robotics, Act Automatic Driving; Imaging: Object / Face Detection, Recognition, Tracking	_

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Practicals will be based on the coverage of the above topics separately. (Total Contact Time: 45 Hours + 3	(30 Hours)
Brainwaves (for the disable), Handwriting & Speech Recognition; Security: Specific S	isk, Market Analysis; Screening, Diagnosis

3.	Practicals
1	Implement linear regression to predict house price.
2	Demonstrate the working of the decision tree based ID3 algorithm.
3	Implement Naïve Bayes theorem to classify the English text.
4	Implement the finite words classification system using Back-propagation algorithm.
5	Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.
6	Write a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
7	Mini Project for real world problem solving using ML.

4.	Books Recommended
1	M Gopal, Applied Machine Learning, Mc-Grow Hill, 2019.
2	Andreas Muller, Introduction to Machine Learning with Python: A Guide for Data Scientists, O'reilly, 2016.
3	Davy Cielen, Introducing Data Science: Big Data, Machine Learning, and More, Using Python Tools, Dreamtech Press, 2016.
4	lan Goodfellow , Deep Learning (Adaptive Computation and Machine Learning series), MIT Press, 2016.
5	Aurélien Géron, Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems, O'reilly, 2022.

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B.Tech. Computer Science and Engineering

B.Tech. IV (CSE) Semester – VII CYBER PHYSICAL SYSTEMS	Scheme	L	Т	Р	Credit
CS431		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, students will be able to
CO1	Understand principles of design and implementation of cyber physical systems.
CO2	Apply the cyber physical systems design principles, modelling and associated tools in different application areas and simulate models of physical and cyber components.
CO3	Analyze cyber physical system with different models.
CO4	Evaluate cyber physical systems with respect to computational resources and other parameters to control physical processes
CO5	Design the cyber physical system using different concepts of sensors, operating system, memory interface, and communication interface.

2.	Syllabus	
	INTRODUCTION	(06 Hours)
	Introduction to Cyber Physical System, Motivating examples, Design Process of System	Cyber Physical
	MODELLING DYNAMIC BEHAVIOUR	(10 Hours)
	Continuous Dynamics - Newtonian Mechanics, Actor Models, Properties Of Syste Control, Discrete Dynamics - Discrete Systems, The Notion Of Finite-State Machi State Machines, Nondeterminism, Behaviors And Traces, Hybrid Systems - Notice Categories, State Machines, Concurrent Models And Computations	nes, Extended
	DESIGN OF EMBEDDED SYSTEMS	(10 Hours)
	Sensors, Actuators, Embedded Processors, Memory Architectures, Input-Output Scheduling	, Multitasking,
	ANALYSIS AND VERFIFICATION OF CYBER PHYSICAL SYSTEMS	(08 Hours)
	Invariants and temporal logic, equivalence and refinement, reachability analysis checking, quantitative analysis	and model
	SECURITY AND PRIVACY IN CYBER PHYSICAL SYSTEMS	(06 Hours)
	Cryptographic Primitives, Security Vulnerability and Attacks on Cyber Physical Sys Protocols, Network Security, Software Security, Information Flow, Privacy Risk Mitigation	•
	CASE STUDIES AND ADVANCED TOPICS	(06 Hours)

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

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	Practicals will be based on the coverage of the above topics separately.	(30 Hours)
	(Total Contact Time: 45 Hours + 30 Hou	rs = 75 Hours)

3.	Books Recommended		
1	R. Rajkumar, D. de. Niz and M. Klein, Cyber Physical Systems, Addision-Wesely, 2017.		
2	E.A.Lee and S A Shesia, Embedded system Design: A Cyber-Physical Approach, Second Edition, Second Edition, MIT Press, 2017.		
3	Andr´e Platzer: Logical foundations of cyber-physical systems, Springer International Publishing, 2018.		
4	Rajeev Alur, Principles of Cyber-Physical Systems, The MIT Press, 2023.		
5	Walid M. Taha , Abd-Elhamid M. Taha , Johan Thunberg, Cyber-Physical Systems: A Model-Based Approach, Springer, 2021.		

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B.Tech. III/IV (CSE) CYBER LAWS AND FORENSICS TOOLS	Scheme	L	Т	Р	Credit
CS451 (Elective)		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand the basics of cyber law and cyber forensics with respect to Indian IT Act.
CO2	Apply knowledge of cyber law to provide solutions to cyber security.
CO3	Analyze various computer forensics technologies and systems.
CO4	Evaluate and assess the methods for data recovery and digital evidence collection.
CO5	Give solutions to real life problems using state of the art cyber forensics tools and techniques.

2.	Syllabus	
	INTRODUCTION	(09 Hours)
	Cyber Security and its Problem-Intervention Strategies: Redundancy, Diversity and Autarchy, Cyber-Crime and The Legal Landscape Around the World, Why Do We Need Cyber Laws, Cyber Forensics Fundamentals, Benefits of Forensics, Cyber Forensics Evidence and Courts, Legal Concerns and Private Issues.	
	CYBER LAWS -1	(08 Hours)
	The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario in India, Consequences of NotAddressing the Weakness in Information Technology Act, Digital Signatures and the Indian IT Act, Cybercrime and Punishment, Cyber Law, Technology and Students: Indian Scenario.	
	CYBER LAWS -2	(08 Hours)
	Private Ordering Solutions, Regulation and Jurisdiction For Global Cyber Security, Copyrigh Source of Risks, Pirates, Internet Infringement, Fair Use, Postings, Criminal Liability, First Amendments, Data Losing, Cyber Ethics - Legal Developments, Cyber Security in Society Security in Cyber Laws Case Studies, General Law and Cyber Law-A Swift Analysis.	
	CYBER FORENSICS -1	(10 Hours)
	Cyber Investigation - Procedure for Corporate High-Tech Investigations, Understanding Recovery Workstation and Software, Conducting and Investigations, Data Acquisit Understanding Storage Formats and Digital Evidence, Determining the Best Acquisited Method, Acquisition Tools, Validating Data Acquisitions, Performing RAID Data Acquisitions	

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Remote Network Acquisition Tools, Other Forensics Acquisitions Tools.	
CYBER FORENSICS -2	(10 Hours)
Current Cyber Forensics Tools- Software and Hardware Tools, Validating and Software, Addressing Data-Hiding Techniques, Performing Remote Acquinvestigations- Investigating Email Crime and Violations, Understanding SpecializedE-Mail Forensics Tool.	uisitions, E-Mail
Practicals will be based on the coverage of the above topics separately	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours = 75 Hour	

3.	Practicals
1	Introduction to various software tools related to cyber law and cyber forensics.
2	Practical based on disk forensics.
3	Practical based on network forensics.
4	Practical based on device forensics.
5	Practical based on email security.
6	Practical using forensic tools for image and video fraud.
7	Practical using on e-commerce related cyber-attacks.
8	Practical based on social network and online transactions related cyber threats.

4.	Books Recommended	
1	Sunit Belapure and Nina Godbole, Cyber "Security: Understanding Cyber Crimes, Computer	
	Forensics and Legal Perspectives, 1st Edition, Wiley India Pvt. Ltd, 2011.	
2	Mark F Grady, Fransesco Parisi, "The Law and Economics of Cyber Security", 1st Edition,	
	Cambridge University Press, 2006.	
3	Jonathan Rosenoer, "Cyber Law: The law of the Internet", 1st Edition, Springer-Verlag, 1997.	
4	Warren G. Kruse II and Jay G. Heiser, "Computer Forensics: Incident Response Essentials", 1st	
	Edition, Addison Wesley, 2002.	
5	Bill Nelson, Amelia Phillips, Christopher Steuart, "Guide to Computer Forensics and	
	Investigations", 6/E, Cengage Learning, 2019.	

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B.Tech. III/IV (CSE) SOFTWARE ENGINEERING	Scheme	L	Т	Р	Credit
CS351 (Elective)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand various phases of software development lifecycle.
CO2	Apply appropriate software modelling and testing techniques for the given application scenario.
CO3	Analyze various tools and techniques used in software development lifecycle.
CO4	Evaluate the software for quality and risk factors.
CO5	Design and develop software systems using appropriate software processes.

2.	Syllabus	
	INTRODUCTION	(02 Hours)
	Software Process - Software Development Life Cycle – Software Qualities - P Software Production – Brooke's No Silver Bullet.	roblems with
	SOFTWARE LIFE-CYCLE MODELS	(05 Hours)
	Build-and-Fix, Waterfall, Rapid Prototyping, Incremental, Spiral, Agile, Compariso CMM levels, Comparing ISO 9000 and CMM.	on, ISO 9000 –
	SOFTWARE REQUIREMENTS AND ANALYSIS	(08 Hours)
	Techniques, Feasibility Analysis, Requirements Elicitation, Validation, Rapid Prototyping, Or Paradigms vs. Structured Paradigm, OO Analysis (Modules, Object, Cohesion, Coupling, Object and Reuse), CASE tools.	
	SOFTWARE SPECIFICATIONS	(12 Hours)
	Specification Document, Specification Qualities, Uses, Classification, Operational Behavioura DFD, Overview of UML Diagrams, Finite State Machines, Petri nets, Descriptive Specifications ER Diagrams, Logic, Algebraic Specs, Comparison of Various Techniques and CASE Tools.	
	FORMAL METHODS IN SOFTWARE ENGINEERING	(06 Hours)

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Formal Specifications, Software Verification & Validation, Clean Room Engin Approaches, Model Checking, SPIN Tool for Distributed Software.	Formal Specifications, Software Verification & Validation, Clean Room Engineering, Formal Approaches, Model Checking, SPIN Tool for Distributed Software.	
CASE TOOLS, ISO AND CAPABILITY MATURITY MODEL	(04 Hours)	
CASE Tools, Stepwise Refinement, Cost-Benefit Analysis, Scope of CASE, Ve Current State of the Art in Software Engineering.	rsions Control,	
SOFTWARE TESTING PRINCIPLES	(06 Hours)	
Non-execution & Execution based Testing, Automated Static Analysis, Test-C Black-Box and Glass-Box Testing, Testing Objects, Testing vs. Correctness Proof.	ase Selection,	
ADVANCED TOPICS	(02 Hours)	
Practicals will be based on the coverage of the above topics separately	(30 Hours)	
(Total Contact Time: 45 Hours + 30 Ho	urs = 75 Hours)	

3.	Books Recommended
1	Rajib Mall: "Fundamentals of Software Engineering", 4/E, PHI Learning, 2015.
2	Sommerville: "Software Engineering", 9/E, Pearson Education, 2010.
3	Stephen R. Schach: "Object Oriented and Classical Software Engineering", McGraw-Hill 8/E, 2010.
4	Roger S. Pressman: "Software Engineering – A Practitioner's Approach", McGraw-Hill 7/E, 2010.
5	Pankaj Jalote: "An Integrated approach to Software Engineering", Narosa, 3/E, 2005.

ADD	ADDITIONAL REFERENCE BOOKS		
1	Ghezzi, Jazayeri, Mandrioli: "Fundamentals of Software Engineering", 2/E, Pearson Education,		
	2003.		
2	Stephen R. Schach: "Software Engineering with JAVA", TMH, 1999.		

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B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE)	Scheme	L	Т	Р	Credit
FOUNDATIONS OF CRYPTOGRAPHY CS352		3	1	0	04
(Elective)					

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand formal security definitions, security assumptions, security proofs and number theoretic principles of modern cryptosystems.
CO2	Demonstrate familiarity with modern day cryptosystems and prove its security strengths with respect to the state of the art cryptanalytic attacks.
CO3	Analyse the security strengths of newer cryptosystems.
CO4	Evaluate the security strengths with respect to various parameters
CO5	Design a secure cryptosystem as per the requirement of an organization.

2.	Syllabus	
	INTRODUCTION	(04 Hours)
	Classical Cryptography and Modern Cryptography, Principles of Modern Cryptogr Definitions, Precise Assumptions, Proofs of Security, Provable Security and Real W	• •
	PERFECTLY SECRET ENCRYPTION	(04 Hours)
	Formal Definitions, Shannon's Theory, one-Time Pad, Limitations of Perfect Secre	cy.
	PRIVATE-KEY ENCRYPTION	(06 Hours)
	Defining Computationally Secure Encryption, Semantic Security, Construction Schemes-Pseudorandom Generators and Stream Ciphers, Proofs by Cryptanalytic Attacks-Chosen-Plaintext Attacks and CPA-Security, Constructing Encryption Schemes, Pseudorandom Functions and Block Ciphers, Cpa-Secure Encryption Functions, Chosen-Ciphertext Attacks- Defining CCA-Security.	Reduction, CPA-Secure
	HASH FUNCTIONS AND APPLICATIONS	(04 Hours)
	Hash Functions-one-Wayness and Collision Resistance, Merkle–Damgard Cor Attacks on Hash Functions-Birthday Attacks, Random-oracle Model, Merkle Trees	
	MESSAGE AUTHENTICATION CODES	(04 Hours)

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Message Authentication Codes – formal Definitions, Design, and Proof of Security MAC, Authenticated Encryption, information-Theoretic Macs, Limitations on Theoretic Macs	
ALGORITHMS FOR FACTORING AND COMPUTING DISCRETE LOGARITHMS	(06 Hours)
Algorithms for Factoring-Pollard's P – 1 Algorithm, Pollard's Rho Algorithm, Qu Algorithm, Algorithms for Computing Discrete Logarithms- Pohlig-Hellma BabyStep/Giant-Step Algorithm, Discrete Logarithms From Collisions, in Algorithm.	n Algorithm,
PUBLIC-KEY ENCRYPTION	(06 Hours)
RSA Encryption, Security Against Chosen-Plaintext Attacks, Security Against Chosen Cipherte Attacks, RSA Implementation Issues and Pitfalls, Computational DiffieHellman /Decision Diffie-Hellman Based Encryption, Elliptic Curve Cryptography-Elliptic Curve Over Finite Field and Binary Fields, Point Addition Operation, Elliptic Curve Discrete Logarithm Problem Cryptosystems Based on Elliptic Curve.	
ADVANCED TOPICS	(08 Hours)
Zero-Knowledge Proofs, Secret Sharing Schemes, Lattices and Cryptography	
Tutorials will be based on the coverage of the above topics separately	(15 Hours)
(Total Contact Time: 45 Hours + 15 Hours = 60 Hours)	

3.	Books Recommended
1	Katz & Lindell, "Introduction to Modern Cryptography: Principles and Protocols", Third Edition, Publisher: Chapman & Hall/CRC, 2021.
2	Douglas R. Stinson, "Cryptography: Theory and Practice", Third Edition, Publisher: Chapman and Hall/CRC, 2005.
3	Goldreich, "Foundations of Cryptography", Cambridge University Press, 2005 (Volume 1 and 2).
4	William Stallings, "Cryptography and network security: principles and practice", 8th Edition, Upper Saddle River: Pearson, 2017.
5	Forouzan and Mukhopadhyay, "Cryptography and Network Security", 3/E, McGraw Hill, 2015.

ADD	ADDITIONAL REFERENCE BOOKS		
1	Schneier, Bruce, "Applied cryptography: protocols, algorithms, and source code in C", 2nd		
	Edition, john wiley & sons, 2007.		

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B.Tech. III/IV (CSE)	Scheme	L	Т	Р	Credit
UNMANNED AERIAL VEHICLE TECHNOLOGY CS353		3	0	2	04
(Flective)					

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand various components of Unmanned Aerial Vehicle.
CO2	Apply appropriate software tool for the given application scenario.
CO3	Analyze various techniques and implementation steps required used in Unmanned Aerial
	Vehicle technology development.
CO4	Evaluate the model for quality and risk factors.
CO5	Design and develop hardware/software systems for the given problem.

2.	Syllabus	
	INTRODUCTION TO UNMANNED AERIAL VEHICLES SYSTEMS	(06 Hours)
	History of UAV, Classification, Introduction to Unmanned Aircraft System Composition, Basics of UAV Aerodynamics Applications of UAVs - Military and Overview of UAV Systems: Air vehicle, Mission Planning and Control Station, Recovery Equipment, Payloads, Data Links, Ground Support Equipment, Introduction Rotor UAVs.	Civilian Use, Launch and
	UAS SUB-SYSTEMS AND MISSION PLANNING	(07 Hours)
	Introduction to Navigation, Guidance and Control of UAV, Sensors and Controllers, Guidance of UAVs; Controls of UAVs. Path planning algorithms: Dubin's curves, way-points. Path Following and Guidance: Straight Line and curve Following, Vision based Guidance, Studying Area Maps, Geometry of Vertical Image, Designing a Flight Route.	
	INTRODUCTION TO UAV HARDWARE AND SOFTWARES	(10 Hours)
	Programming of UAV, Simulation Frameworks like Gazebo, VR/AR and Speech Into Software Stacks, Hardware for Sensor and Actuator Systems, 3D Design and Pro UAVs, and Game Engine Programming.	•
	IMAGE PROCESSING	(10 Hours)
	Elements and representation of Digital Image, Processing systems, San Quantization; Image Segmentation, Morphological Image Processing, Feature	. •

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Pattern Matching, Image Visualization, Software for Image Processing and Visuali	zation.
EXPLORING UAVS WITH THE RASPBERRY PI	(10 Hours)
Basic functionality of the Raspberry Pi board and its Processor, setting and comboard, differentiating Raspberry Pi from other platform like Arduino, Communication Raspberry Pi (I2C, SPI, UART), working with RPil. GPIO library, Interfacing of Actuators. Communication Using Raspberry PI: Wired and Wireless communication configurations, SSH, Putty Terminal usage. Robotic Motion PI: Motors, Motor Dr Shields, ADC, DAC and PWM, Camera Interfacing, remote data logging.	ion facilities Sensors and ion, TCP /IP
DGCA REGULATIONS	(02 Hours)
Classification, Basic Air Regulations, Salient Points, Do's and Don'ts, No Don'ts, Procedural Requirements.	rone Zones,
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours	= 75 Hours)

3.	Practicals
1	Study of UAV hardware components with its usage for different situations.
2	Study of UAV software and usage.
3	Designing of UAV flight using software and experience the flight.
4	Identification of UAV data sources and its analysis.
5	Experiment with the raspberry pi for simulation of different situations.

4.	Books Recommended
1	Richard K. Barnhart, Stephen B. Hottman, Douglas M. Marshall, Eric Shappee, "Introduction
	to Unmanned Aircraft Systems", CRC Press, 3rd edition, 2021.
2	Randal W. Beard and Timothy W. McLain: Small Unmanned Aircraft: Theory and Practice,
	Princeton University Press, 2012.
3	Jay Gundlach, Designing Unmanned Aircraft Systems: A Comprehensive Approach, AIAA
	Education Series, 2nd edition, 2014.
4	Reg Austin, Unmanned Aircraft Systems: UAVS Design, Development and Deployment, Wiley,
	2012.
5	Wolf, P., DeWitt, B., and Wilkinson, B. 2014. Elements of Photogrammetry with Applications
	in GIS, 4th edition. McGraw-Hill.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. II (CSE) DATA STRUCTURES AND ALGORITHMS	Scheme	L	Т	Р	Credit
CS254 (for Minor)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Recognize the need of different data structures and understand its characteristics.
CO2	Apply different data structures for given problems.
CO3	Design and analyse different data structures, sorting and searching techniques.
CO4	Evaluate data structure operations theoretically and experimentally.
CO5	Give solution for complex engineering problems.

2.	Syllabus			
	INTRODUCTION TO DATA STRUCTURES	(02 Hours)		
	Review of Concepts: Information and Meaning, Abstract Data Types, Internal Representation of Primitive Data Structures, Arrays, Strings, Structures, Pointers. LINEAR LISTS (06 Hours Sequential and Linked Representations of Linear Lists, Comparison of Insertion, Deletion and Search Operations for Sequential and Linked Lists, Doubly Linked Lists, Circular Lists, Lists i Standard Template Library (STL), Applications of Lists.			
	STACKS	(06 Hours)		
	Sequential and Linked Implementations, Representative Applications such as Recursion, Expression Evaluation Viz., Infix, Prefix and Postfix, Parenthesis Matching, Towers of Hanoi, Wire Routing in a Circuit, Finding Path in a Maze.			
	QUEUES	(06 Hours)		
	Operations of Queues, Circular Queue, Priority Queue, Dequeue, Applications of Queues, Simulation of Time Sharing Operating Systems, Continuous Network Monitoring System Etc.			
	SORTING AND SEARCHING	(06 Hours)		

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

	Sorting Methods, Bubble Sort, Selection Sort, Quick Sort, Radix Sort, Bucket Sort, Dictionaries, Hashing, Analysis of Collision Resolution Techniques, Searching Methods, Linear Search, Binary				
Search, Character Strings and Different String Operations.					
TREES	(08 Hours)				
Binary Trees and Their Properties, Terminology, Sequential and Linked Implement Traversal Methods and Algorithms, Complete Binary Trees, General Trees, AVL Tree Trees, Arithmetic Expression Evaluation, Infix-Prefix-Postfix Notation Conversion Priority Queues, Heap Implementation, Insertion and Deletion Operations, Heapso Huffman Coding, Tournament Trees, Bin Packing.	s, Threaded n, Heaps as				
MULTIWAY TREES	(04 Hours)				
Issues in Large Dictionaries, M-Way Search Trees, B-Trees, Search, Insert Operations, Height of B-Tree, 2-3 Trees, Sets and Multisets in STL.	and Delete				
GRAPHS	(07 Hours)				
Definition, Terminology, Directed and Undirected Graphs, Properties, Connectivity in Graphs, Applications, Adjacency Matrix and Linked Adjacency Chains, Graph Traversal, Breadth First and Depth First Traversal, Spanning Trees, Shortest Path and Transitive Closure, Activity Networks, Topological Sort and Critical Paths.					
Practicals will be based on the coverage of the above topics separately.	(30 Hours)				
(Total Contact Time: 45 Hours + 30 Hours = 75 Hours)					

3.	Practicals
1	Implementation of Array and its applications
2	Implementation of Stack and its applications
3	Implementation of Queue and its applications
4	Implementation of Link List and its applications
5	Implementation of Trees and its applications
6	Implementation of Graph and its applications
7	Implementation of Hashing functions and collision resolution techniques
8	Mini Project (Implementation using above Data Structure)

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4.	Books Recommended
1	Trembley & Sorenson: "An Introduction to Data Structures with Applications", 2/E, TMH, 1991
2	Tanenbaum & Augenstein: "Data Structures using C and C++", 2/E, Pearson, 2007.
3	Horowitz and Sahani: "Fundamentals of Data Structures in C", 2/E, Silicon Press, 2007.
4	T. H. Cormen, C. E. Leiserson, R. L. Rivest: "Introduction to Algorithms",3/E, MIT Press, 2009.
5	Robert L. Kruse, C. L. Tondo and Brence Leung: "Data Structures and Program Design in C", 2/E, Pearson Education, 2001.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B. Tech. III/IV (CSE) NETWORK SECURITY	Scheme	L	Т	Р	Credit
CS355 (Elective)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Gain knowledge of network and system security attacks and its prevention mechanisms.
CO2	Apply different security mechanisms for given application scenario.
CO3	Perform security analysis of network and system security protocols.
CO4	Evaluate security protocols for different metrics like functionality, cost and efficiency.
CO5	Design and integrate security protocols depending on organization's requirement.

2.	Syllabus			
	INTRODUCTION	(04 Hours)		
	Introduction to Network and System Security, Security Attacks, Security Requirements, Confidentiality, Integrity, and Availability, Security Mechanisms, NIST Security Standards, Assets and Threat Models.			
	REVIEW OF CRYPTOGRAPHIC TOOLS			
	Number Theory, Prime Numbers, Modular Arithmetic, Confidentiality with Symmetri Encryption, Message Authentication and Hash Functions, Public-Key Encryption, Digital Signatures and Key Management, Random and Pseudorandom Numbers.			
	SYSTEM SECURITY (10 Hour			
	User Authentication - Means of Authentication, Password-Based Authentication, Token-Based Authentication, Biometric Authentication, Remote User Authentication, Access Control-Access Control Principles, Subjects, Objects, and Access Rights, Discretionary Access Control, Example UNIX File Access Control, Role-Based Access Control, Database Security-The Need for Database Security, Database Access Control, Inference, Statistical Databases, Database Encryption, Cloud Security, Malicious Software, Intruders, Denial of Service and Distributed Denial of Service attacks, Intrusion Detection and Prevention.			
	SOFTWARE SECURITY AND TRUSTED SYSTEMS (12 Hours			
	Buffer Overflow-Stack Overflows, Defending Against Buffer Overflows, Other Forms of Overflow Attacks, Software Security-Software Security Issues, Handling Program Input, Writing Safe Program Code, Interacting with the Operating System and Other Programs, Handling Program			

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Practicals will be based on the coverage of the above topics separately.					
	ADVANCED TOPICS				
	Internet Security Protocols and Standards-Secure E-mail and S/MIME, Pretty Good (PGP), Domain Keys Identified Mail, Secure Sockets Layer (SSL) and Transport Laye (TLS), HTTPS, IPv4 and IPv6 Security, IPSec Protocol, Internet Authentication Ap Kerberos, X.509, Public-Key Infrastructure, Federated Identity Management, Wireless Security-Wireless Security Overview, IEEE 802.11 Wireless LAN Overview, IEEE 802.11 LAN Security, Network Management Security-SNMP Protocol.				
	INTERNET SECURITY				
	Output, Operating System Security-System Security Planning, Operating System Application Security, Security Maintenance, Linux/Unix Security, Windo Virtualization Security, Trusted Computing and Multilevel Security-The Bell-LaPad Computer Security, Other Formal Models for Computer Security, The Conce Systems, Application of Multilevel Security, Trusted Computing and the Trus Module, Common Criteria for Information Technology Security Evaluation, A Evaluation.				

3.	Books Recommended
1	William Stallings, Computer Security: Principles and Practice, 5th/E, Pearson, 2023.
2	John Vacca, Network and System Security, 2/E, Elsevier, 2013.
3	William Stallings, Network Security Essentials: Applications and Standards, Prentice Hall, 6th edition, 2021.
4	Alfred J. Menezes, Paul C. van Oorschot and Scott A. Vanstone, Handbook of Applied Cryptography, CRC Press, 2001.
5	William Stallings, Cryptography and Network Security, 7/E, Pearson, 2018.

(Total Contact Time: 45 Hours + 30 Hours = 75 Hours)

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B. Tech. III/IV (CSE) SOCIAL NETWORK ANALYSIS	Scheme	L	Т	Р	Credit
CS356 (Elective)		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand basic concepts of social network and its structure
CO2	Apply appropriate social network measures for solving a given task
CO3	Analyse large scale data that are derived from social network structure
CO4	Evaluate different techniques for social network analysis
CO5	Solve real life problems using network science principles.

2.	Syllabus				
	INTRODUCTION TO SOCIAL NETWORKS AND APPLICATIONS	(03 Hours)			
	Social Networks – Types, Structure and Representation, Different Types of Graphs, Levels of Analysis-Microscopic, Mesoscopic, Macroscopic, Dyadic Level, Triadic Level, Introduction of Graph Visualization Tools.				
	NETWORK MEASURES	(08 Hours)			
	Degree Distribution, Clustering Coefficient, Centrality Measures-Degree, Betweenness, Eigenvector Centrality, Path and Diameter, Edge Density, Reci Assortativity, Connected Components, Giant Components, Group Centralities.	-			
	NETWORK GROWTH MODELS	(07 Hours)			
	Need for Synthetic Network Models, Real Network Properties – Small World, Scal Average Clustering Coefficient, Erdos-Renyi Random Model, Watts-Strogatz Mod Albert Preferential Attachment Model.				
	LINK PREDICTION IN SOCIAL NETWORKS	(07 Hours)			
	Signed Network and Link Analysis, Balance Theory, Status Theory, Strong And Strength of Weak Ties, Local Bridges, Neighbourhood Overlap, Triac Embeddedness, PageRank and Random Surfer Model, Similarity Rank, Path Base of Nodes.	lic Closure,			
	COMMUNITY DETECTION IN SOCIAL NETWORKS	(06 Hours)			

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Homophily, Emergence of Community in Social Network, Link Partition, Algorithms for Community Detection.		
INFORMATION DIFFUSION AND CASCADE BEHAVIOUR IN SOCIAL NETWORKS	(05 Hours)	
Information Diffusion in Social Network, Cascade Models, Probabilistic Cascade Models, Cascade Prediction.	es, Epidemic	
GRAPH REPRESENTATIONAL LEARNING	(06 Hours)	
Machine Learning Pipeline, Objectives and Benefits of Representational Learning for Graph Representational Learning.	ng, Methods	
CASE STUDIES	(03 Hours)	
Practicals will be based on the coverage of the above topics.	(30 Hours)	
(Total Contact Time: 45 Hours + 30 Hours	s = 75 Hours)	

3.	Books Recommended
1	Albert-László Barabási, "Network Science", Cambridge University Press, 2016, SBN: 978-1107076266.
2	Tanmoy Chakraborty, "Social Network Analysis", Wiley, 2021, ISBN: 978-9354247835.
3	David Easley and Jon Kleinberg, "Networks, crowds, and markets", Cambridge University Press, 2010, ISBN: 978-0521195331
4	Borgatti, S. P., Everett, M. G. & Johnson, J. C., "Analyzing social networks", SAGE Publications Ltd; 2/E, 2018, ISBN: 978-1526437945.
5	John Scott, "Social Network Analysis: A Handbook", SAGE Publications Ltd; 3/E, 2017, ISBN: 978-1446297070.

ADDITIONAL REFERENCE BOOKS 1 Wasserman S. & Faust K., "Social Network Analysis: Methods and Applications", Cambridge University Press, 1/E, 1994, ISBN: 9780521387071.

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B. Tech. III/IV (CSE)	Scheme	L	Т	Р	Credit
HIGH PERFORMANCE COMPUTING CS357		3	0	2	04
(Elective)					

1.	Course Outcomes (COs):			
	At the end of the course, the students will be able to			
CO1	Learn concepts, issues and limitations related to parallel computing architecture and software development.			
CO2	Apply different parallel models of computation, parallel architectures, interconnections and various memory organization in modern high performance architectures.			
CO3	Analyze the algorithms to map them onto parallel architectures for parallelism.			
CO4	Evaluate the performance of different architectures and parallel algorithms with different aspects of real time problems.			
CO5	Design parallel programs for shared-memory architectures and distributed-memory architectures using modern tools like OpenMP and MPI, respectively for given problems.			

2.	Syllabus				
	PARALLEL PROCESSING CONCEPTS	(08 Hours)			
	Levels of Parallelism (Instruction, Transaction, Task, Thread, Memory, Function), Models (SIMD, MIMD, SIMT, SPMD, Dataflow Models, Demand-driven Computation etc.), Architectures: Nwide Superscalar Architectures, Multi-core, Multi-threaded.				
	FUNDAMENTAL DESIGN ISSUES IN PARALLEL COMPUTING	(06 Hours)			
	Synchronization, Scheduling, Job Allocation, Job Partitioning, Dependency Analysis, Mapping Parallel Algorithms onto Parallel Architectures, Performance Analysis of Parallel Algorithms.				
	FUNDAMENTAL LIMITATIONS FACING PARALLEL COMPUTING	(06 Hours)			
	Bandwidth Limitations, Latency Limitations, Latency Hiding/Tolerating Techniques and their Limitations, Power-Aware Computing and Communication, Power-Aware Processing Techniques, Power-Aware Memory Design, Power-Aware Interconnect Design, Software Power Management				
	PARALLEL PROGRAMMING	(11 Hours)			

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Programming Languages and Programming-Language Extensions for HPC, I Communication, Synchronization, Mutual Exclusion, Basics of Parallel Architect Programming Parallel Programming with OpenMP and (Posix) Threads, Message MPI.	ure, Parallel			
PARALLEL PROGRAMMING WITH CUDA	(10 Hours)			
Processor Architecture, Interconnect, Communication, Memory Organization, and Programming Models in High Performance Computing Architectures: (Examples: IBM CELL BE, Nvidia Tesla GPU, Intel Larrabee Micro architecture and Intel Nehalem Micro architecture), Memory Hierarchy and Transaction Specific Memory Design, Thread Organization.				
ADVANCE TOPICS	(04 Hours)			
Petascale Computing, Optics in Parallel Computing, Quantum Computers.	1			
Practicals will be based on the coverage of the above topics.	(30 Hours)			
(Total Contact Time: 45 Hours + 30 Hours	= 75 Hours)			

3.	Books Recommended
1	John L. Hennessy and David A. Patterson, "Computer Architecture A Quantitative Approach", 5th Edition, Morgan Kaufmann Publishers, 2017, ISBN 13: 978-0-12-383872-8.
2	Barbara Chapman, Gabriele Jost and Ruud van der Pas, "Using OpenMP: portable shared memory parallel programming", The MIT Press, 2008, ISBN-13: 978-0-262-53302-7.
3	Marc Snir, Jack Dongarra, Janusz S. Kowalik, Steven Huss-Lederman, Steve W. Otto, David W. Walker, "MPI: The Complete Reference, Volume2", The MIT Press, 1998, ISBN: 9780262571234.
4	Pacheco S. Peter, "Parallel Programming with MPI", Morgan Kaufman Publishers, 1992, Paperback ISBN: 9781558603394.
5	https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html

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B. Tech. III/IV (CSE)	Scheme	L	Т	Р	Credit
UNMANNED AERIAL VEHICLES INFORMATION SYSTEMS CS358		3	0	2	04
(Elective)					

1.	Course Outcomes (COs): At the end of the course, the students will be able to
CO1	acquire a knowledge of contemporary information technologies for processing, analysis, visualization, etc.
CO2	an ability to apply the analytics, skills, and tools necessary for information system practice: for example, visualizing data from drones, etc.
CO3	an ability to analyze the data of UAV systems, for example, sensing, control, and communication data.
CO4	evaluate the usage of data for real time problems w.r.t. global, economic, environmental, and societal context, for example, search and rescue for victims.
CO5	design information management system for using modern tools for given problems.

2.	Syllabus				
	INTRODUCTION	(08 Hours)			
	UAV Data, Motion Tracking, GIS, and AR 3D Imaging and Reconstruction, Search an missions Video Analytics (Biometrics and Activity Recognition), Future UAVs, Data Co GPS, IMU, Video, Thermal, etc.				
	DATA QUALITY AND ACCURACY	(04 Hours)			
	Geospatial Data Accuracy and Quality and Mapping Standards, Errors in Measurements, The Ever-confusing Statistical Terms, Standard Deviation and Root Mean Square Error (RMSE), Normal Distribution Curve, Common Error Estimation Terms, Positional Errors and Accuracy.				
	SPATIAL DATABASE	(08 Hours)			
	Conceptual Data Models for Spatial Databases (e.g. Pictogram Enhanced ERDs), Logical Data Models for Spatial Databases: Raster Model (Map Algebra), Vector Model, Spatial Query Languages, Need for Spatial Operators and Relations, SQL3 and ADT, Spatial Operators, OGIS Queries.				
	GEOSPATIAL MAPPING	(08 Hours)			

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Aerial photography, Mapping, Datums and coordinate systems, LIDAR, Volumetric surveys, Digital mapping, Contour mapping, Topographic mapping, Digital Terrain Modeling, Aerial Surveys, Photogrammetry, Temporal/Spatial Correlation for Terrain Reconstruction.		
GEOGRAPHICAL INFORMATION SYSTEM	(06 Hours)	
Maps - Classification of Maps - Map Scale - Map Projections - Grouping of Map R Commonly used Map Projections and their Comparison - GIS - Historical Developed Components of GIS - Data - Types of Data - Spatial and Non-spatial - Vector Data - Polygon - Raster Data - Database Structures - Vector and Raster Data Structures Formats, Operations - mapping, tracking, searching, etc.	nent of GIS - - Point, Line,	
DATA ANALYSIS AND MODELLING	(11 Hours)	
Data Retrieval - Query - Spatial Analysis - Overlay - Vector Data Analysis - Raster Data Analysis - Modelling in GIS – Digital Elevation Model - Cost and Path Analysis - Network Analysis – Exper Systems - Artificial Intelligence - AI in data analytics – remote biometric sensing, motior tracking, 3D reconstruction, etc., Integration with GIS.		
Practicals will be based on the coverage of the above topics.	(30 Hours)	
(Total Contact Time: 45 Hours + 30 Hours	= 75 Hours)	

3.	Practicals
1	Study of data requirement for different situations.
2	Analysis and Preprocessing of data.
3	Designing spatial database with modeling and UI.
4	Understanding of GIS and data projection in GIS.
5	Implement spatial data and UI for different situations.

4.	Books Recommended
1	Richard K. Barnhart, Stephen B. Hottman, Douglas M. Marshall, Eric Shappee, "Introduction to Unmanned Aircraft Systems", CRC Press, 2012.
2	S. Shekhar and S. Chawla, "Spatial Databases: A Tour", 1st Edition, Prentice Hall, 2003.
3	Paul Bolstad, "GIS Fundamentals: A First Text on Geographic Information Systems", 6 th ed., XanEdu, 2019.
4	M. Duckham, M. F. Worboys, "GIS: A Computing Perspective", 2 nd Ed., CRC Press, 2004.

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5 L. Comber and C. Brunsdon, "Geographical data science and spatial data analysis : an introduction in R", SAGE, 2021.

ADDITIONAL REFERENCE BOOKS

E. Pebesma and R. Bivand, "Spatial Data Science: With Applications in R", Chapman and Hall/CRC, 2023.

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE) ARTIFICIAL INTELLIGENCE FOR ROBOTICS	Scheme	L	Т	Р	Credit
CS359 (Elective)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand the concept of the notion of configuration space, Probabilistic Roadmaps in planning for 2D and 3D systems.
CO2	Apply search algorithms to plan the shortest path from one point to another
CO3	Aanlyze filters (including Kalman, and particle filters) in order to localize moving objects whose locations are subject to noise.
CO4	Evaluate a SLAM algorithm for a robot moving in at least two dimensions
CO5	Design an efficient system robots using artificial intelligence.

2.	Syllabus	
	INTRODUCTION	(05 Hours)
	Introduction to AI and robotics- History, growth; Total Tuning Test Robot Manufacturing industry, defence, rehabilitation, medical etc., Laws of Robotics.	applications-
	SEARCHING TECHNIQUES IN AI	(06 Hours)
	Searching Techniques: uninformed search strategies, informed (heuristic) sear local search algorithms, searching in non-deterministic and partially observable adversarial search.	
	ROBOTIC SENSORS AND THEIR INTERFACING	(05 Hours)
	Types of sensors, Camera as a sensor, Fundamentals of Computer Vision: Image a representation, image transformation, filtering, restoration, morphing, Car Calibration, Single view geometry, Multiple view geometry, Epipolar geometry, R.	nera Models,
	POSITION AND ORIENTATION	(08 Hours)
	Feature based alignment; Pose estimation; Time varying pose and trajectories, S motion, dense Motion Estimation, Visual Odometry (Semi-direct VO, direct spar Bundle Assignment.	
	MOTION PLANNING	(08 Hours)

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Navigation, Coverage, Localization and Mapping: Initialization, Tracking, Mapping, Simultaneous Localization and Mapping (SLAM).		
RECOGNITION AND INTERPRETATIONS:	(06 Hours)	
Concepts of machine learning and deep learning, sequence modeling, Learning vision: Active learning, incremental and class incremental learning identificant uncertainty estimation, Embodiment for robotic vision: active vision, spatial embodiment, reasoning for object, scene and scene semantics.	fy unknowns,	
RECENT ADVANCEMENT IN THE MOTION PLANNING	(07 Hours)	
Planning using Fuzzy Logic and Neural Networks, Reinforcement learning for throbots.	ne planning in	
Practicals will be based on the coverage of the above topics separately.	(30 Hours)	
(Total Contact Time: 45 Hours + 30 Hou	rs = 75 Hours)	

3.	Practicals
1	Python Frameworks Tutorial (with Jupyter and Colab) and it's Data Structures
2	Searching in graph based problem space
3	Search techniques in Real Time Applications
4	Introduction to Robot path planning, framework tutorial (ROS and Gazebo)
5	Robot path planning, framework tutorial (MATLAB based Navigation toolbox)
6	Motion Planning using PRM and RRT
7	Introduction to sensor and implementation
8	Reasoning Under Uncertainty using Bayesian Learning
9	Reinforcement Learning using Q-Learning

4.	Books Recommended
1	H.R Everett, "Sensors for Mobile Robots: Theory and Application", CRC Press.
2	S.R Deb, Sankha Deb, "Robotics Technology and Flexible Automation", McGraw Hill Education (India), 2/E, 2010.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

3	Milan Sonka Vaclav Hlavac and Rger Boyle "Image Processing, Analysis and Machine Vision", Springer, 1/E, ISBN 978-0-412-45570-4, 1993.
4	Robin R Murphy, "Introduction to AI robotics", MIT press, 2nd Edition, 2019.
5	Francis X. Govers, "Artificial Intelligence for Robotics", Packt Publishing, ISBN: 9781788835442, 2018.

B. Tech. III/IV (CSE)	Scheme	L	Т	Р	Credit
BLOCKCHAIN TECHNOLOGY CS360		3	0	2	04
(Elective)					

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand the need, functions and challenges of blockchain technology.
CO2	Deploy smart contracts for given use cases.
CO3	Analyse blockchain based system structure and security offered therein.
CO4	Asses functions, benefits and limitations of various blockchain platforms.
CO5	Design and develop solution using blockchain technology in various application domains.

2.	Syllabus		
	INTRODUCTION	(04 Hours)	
	Introduction to Blockchain Technology, Concept of Blocks, Transactions, Distributed Consensus, the Chain and the Longest Chain, Cryptocurrency, Blockchain 2.0, Permissioned Model of Blockchain, Permission less Blockchain.		
	DECENTRALIZATION USING BLOCKCHAIN	(07 Hours)	
	Methods of Decentralization, Disintermediation, Contest-Driven Decentralization, Routes to Decentralization, the Decentralization Framework Example, Blockchain and Full Ecosystem Decentralization, Storage, Communication, Computing Power and Decentralization, Smart Contracts, Decentralized Autonomous Organizations, Decentralized Applications (DApps), Requirements and Operations of DApps, DApps Examples, Platforms for Decentralizations.		
	CRYPTO PRIMITIVES FOR BLOCKCHAIN	(04 Hours)	
	Symmetric and Public Key Cryptography, Cryptographic Hard Problems, Key Generation, Secure Hash Algorithms, Hash Pointers, Digital Signatures, Merkle Trees, Patricia trees, Distributed Hash Tables.		
	BITCOINS AND CRYPTOCURRENCY	(08 Hours)	
	Introduction, Digital Keys and Addresses, Private and Public Keys in Bitcoins, Base58Check Encoding, Vanity Addresses, Multi Signature Addresses, Transaction Lifecycle, Data Structure for Transaction, Types of Transactions, Transaction Verification, The Structure of Block in Blockchain, Mining, Proof of Work, Bitcoin Network and Payments, Bitcoin Clients and APIs,		

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Wallets, Alternative Coins, Proof of Stake, Proof of Storage, Various Stake Types, Difficulty Adjustment and Retargeting Algorithms, Bitcoin Limitations.				
SMART CONTRACTS	(02 Hours)			
Smart Contract Templates, Oracle, Smart Oracle, Deploying Smart Contract on Blo	Smart Contract Templates, Oracle, Smart Oracle, Deploying Smart Contract on Blockchain.			
PERMISSIONED BLOCKCHAIN	(05 Hours)			
Models and Use-cases, Design Issues, Consensus, Paxos, RAFT Consensus, Byzant Problem, Practical Byzantine Fault Tolerance.	tine General			
DEVELOPMENT TOOLS AND FRAMEWORKS	(05 Hours)			
Solidity Compilers, IDEs, Ganache, Metamask, Truffle, Contract Development and I Solidity Language, Types, Value Types, Literals, Enums, Function Types, Reference T Variables, Control Structures, Layout of Solidity Source Code File.				
HYPERLEDGER	(05 Hours)			
The Reference Architecture, Requirements and Design Goals of Hyperledger Modular Approach, Privacy and Confidentiality, Scalability, Deterministic Transactic Auditability, Interoperability, Portability, Membership Services in Fabric, Blockcha Consensus Services, Distributed Ledger, Sawtooth Lake, Corda.	ons, Identity,			
BLOCKCHAIN USE-CASES AND CHALLENGES	(05 Hours)			
Finances, Government, Supply Chain, Security, Internet of Things, Scalability and Challenges, Network Plane, Consensus Plane, Storage Plane, View Plane, Block Size Increase, Block Interval Reduction, Invertible Bloom Lookup Tables, Private Chains, Sidechains, Privacy Issues, Indistinguishability Obfuscation, Homomorphic Encryption, Zero Knowledge Proofs, State Channels, Secure Multiparty Computation, Confidential Transactions.				
Practicals will be based on the coverage of the above topics.	(30 Hours)			
(Total Contact Time: 45 Hours + 30 Hours = 75 Hours)				

3.	Books Recommended
1	Imran Bashir, "Mastering Blockchain", 4/E, Packt publishing, 2023.
2	Andreas Antonopoulos, "Mastering Bitcoin: Unlocking Digital Cryptocurrencies", 2/E, O'Reilly,
	2014.
3	Melanie Swan, "Blockchain Blueprint for a New Economy", 1/E, O'Reilly Media, 2015.
4	Don and Alex Tapscott, "Blockchain Revolution", 1/E, Penguin Books Ltd, 2018.
5	Alan T. Norman, "Blockchain Technology Explained",1/E, CreateSpace Independent Publishing
	Platform, 2017.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B. Tech. III/IV (CSE) DATA SCIENCE	Scheme	L	Т	P	Credit
CS361 (Elective)		3	1	0	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Understand types of data and various data science approaches.
CO2	Apply various data pre-processing and manipulation techniques including various distributed analysis paradigm using hadoop and other tools and perform advance statistical analysis to solve complex and large dataset problems.
CO3	Analyze different large data like text data, stream data, graph data.
CO4	Interpret and evaluate various large datasets by applying Data Mining techniques like clustering, filtering, factorization.
CO5	Design the solution for the real life applications.

2.	Syllabus		
	INTRODUCTION	(03 Hours)	
	Examples, Applications and Results Obtained Using Data Science Techniques, Overview of the Data Science Process.		
	MANAGING LARGESCALE DATA	(04 Hours)	
	Types of Data and Data Representations, Acquire Data (E.G., Crawling), Process and Data Manipulation, Data Wrangling and Data Cleaning.	l Parse Data,	
	PARADIGMS FOR DATA MANIPULATION, LARGE SCALE DATA SET	(08 Hours)	
	Map reduce (Hadoop), Query Large Data Sets in Near Real Time with Pig and Hive, Moving from Traditional Warehouses to Map Reduce, Distributed Databases, Distributed Hash Tables		
	TEXT ANALYSIS	(10 Hours)	
	Data Flattening, Filtering and Chunking, Feature Scaling, Dimensionality Reduction, Nonlinear Factorization, Shingling of Documents, Locality Sensitive Hashing for Documents, Distance Measures, LSH Families for Other Distance Measures, Collaborative Filtering.		
	MINING DATA STREAM	(08 Hours)	

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Sampling Data in a Stream, Filtering Streams, Counting Distinct Elements in Moments, Windows, Clustering for Streams.	n a Stream,		
ADVANCED DATA ANALYSIS	(12 Hours)		
Graph Visualization, Data Summaries, Hypothesis Testing, ML Model-Checking and Comparison, Link Analysis, Mining of Graph, Frequent Item Sets Analysis, High Dimensional Clustering, Hierarchical Clustering, Recommendation Systems.			
Practicals will be based on the coverage of the above topics.	(30 Hours)		
(Total Contact Time: 45 Hours + 30 Hours	= 75 Hours)		

3.	Books Recommended
1	Tom White, "Hadoop: The Definitive Guide", 4th Edition, O'reilly Media, 2015, ISBN: 9781491901687.
2	Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", 2nd Edition, Cambridge University Press, 2014, ISBN: 9781107077232.
3	Peter Bruce, Andrew Bruce, "Practical Statistics for Data Scientists: 50" by , 2nd Edition, O'reilly publishing house, 2022, ISBN: 9781492072942.
4	Joel Grus, J. "Data science from scratch", 1st Edition, O'Reilly Media, 2015, ISBN: 9781491901410.
5	Montgomery, Douglas C., and George C. Runger. "Applied statistics and probability for engineers", John Wiley & Sons, 7th Edition, 2018, ISBN: 9781119400363.

B.Tech. III/IV (CSE) BIG DATA ANALYTICS	Scheme	L	Т	Р	Credit
CS452 (Elective)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand the key requirements and issues in big data management and its associated applications in intelligent business and scientific computing.
CO2	Use state of the art big data analytics techniques and algorithms.
CO3	Analyze large sets of data to discover patterns and other useful information.
CO4	Compare and evaluate the impact of big data analytics tools and techniques.
CO5	Develop big data solutions using state of the art analytics tools/techniques.

2.	Syllabus			
	INTRODUCTION – DATA WAREHOUSING, DATA MINING	(09 Hours)		
	Define Data Warehousing and Data Mining - The Building Blocks, Defining Features — Data Warehouses and Data Marts, Overview of the Components, Metadata in the Data Warehousing Need for Data Warehousing, Basic Elements of Data Warehousing, Trends in Data Warehousing			
	CONCEPTS AND TECHNIQUES IN DATA WAREHOUSING	(08 Hours)		
	OLAP (Online analytical processing) Definitions, Difference Between OLAP and OLT Dimensional Analysis, Define Cubes, Drill-down and Roll-up - Slice and Dice or Rotation, OLA Models, ROLAP versus MOLAP, Defining Schemas: Stars, Snowflakes and Fact Constellations.			
	CONCEPT DESCRIPTION AND ASSOCIATION RULE MINING	(08 Hours)		
	Introduction to Concept Description, Data Generalization and Summari Characterization, Analytical Characterization, Class Comparisons, Descriptiv Measures, Market Basket Analysis- Basic Concepts, Association Rule Mining, Algorithm, Mining Multilevel Association Rule Mining, Mining Multidimensiona Rule Mining.	e Statistical The Apriori		
	INTRODUCTION TO CLASSIFICATION AND PREDICTION	(10 Hours)		
	Introduction to Classification and Prediction, Issues Regarding Classification, using Decision Trees, Bayesian Classification, Classification by Back Propagation Classification Accuracy.			

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ADVANCED TOPICS	(10 Hours)
Clustering, Spatial Mining, Web Mining, Text Mining, Map-Reduce and Hadoop Eco	system.
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hours	= 75 Hours)

3.	Books Recommended
1	Jiawei Han, Micheline Kamber, Jian Pei, Morgan Kaufmann, "Data Mining Concepts and Techniques", 3rd Edition, Morgan Kaufmann, 2012.
2	Paulraj Ponnian, "Data Warehousing Fundamentals", 1st Edition, John Willey, May 24, 2010.
3	Robert D. Schneider, Hadoop for Dummies, 1st Edition, Wiley India, Apr 14, 2014.
4	M. Kantardzic, "Data mining: Concepts, models, methods and algorithms", 3rd Edition, John Wiley & Sons Inc., Nov 12, 2019.
5	M. Dunham, "Data Mining: Introductory and Advanced Topics", 1st Edition, Pearson, Sep 1, 2002.

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE) DRONE FORENSICS	Scheme	L	Т	Р	Credit
CS453 (Elective)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand data recovered from Unmanned Aircraft Vehicle (UAV) including the associated control devices and the Open-source and commercial tools, technologies and methodologies used in UAV/drone forensic investigations along with the legal and regulatory aspects.
CO2	Apply appropriate software tool for the scenario to identify and perform analysis.
CO3	Analyze the principles and procedure involved in and implementation steps required used Drone forensics.
CO4	Evaluate the model for quality and risk factors of various drone forensics.
CO5	Design and develop software/tool/ for the extraction of data for different risk and preserve extracted evidence.

2.	Syllabus	
	INTRODUCTION TO UAV FORENSICS	(06 Hours)
	Introduction to UAS, Criminal Use of UAV's, Drone adaptation, Capacity and drones, Components of Unmanned Aircraft Systems (UAS): Hardware a Components for Flight Control System and Ground Control System, Data Storage to controller options: Mobile and Tablet Devices, flight controllers, Integrated controllers, Linked devices – controller considerations, Drones cyberattacks: E Spoofing, malware, data stealing, MITM, downlink intercept, DoS and more, Dron handling at crime scene, Case studies.	and Software ; Introduction displays, FPV Hijacking, GPS
	DATA EXTRACTION AND INTERPRETATION	(12 Hours)
	Data extraction from the aircraft, mobile/tablet device, Controller Data, techniques, Techniques in using opensource and commercial forensic tools evidence: Interpretation of data contained on the UAV: File System consideration registered user information, Identifying UAV details, Flight log analysis Interpretation of data from portable devices: Default folder structures of the of from an Android and iOS device, Synchronized logs vs. local logs: Error log analytic examination (geolocations and dates & times), Workflows in combining offline fit analysis; Interpretation Techniques of additional data on other devices, Correvidence and Report writing.	to review the ons, Extracting techniques; ontrolling apposis, Media file les for further

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

FUNDAMENTALS OF DRONE FORENSICS	(10 Hours)
Introduction to digital forensics, its principles, digital forensic fields/subfields	• •
Drone forensics, Evidence integrity and standard forensic practices; Eviden Identifying makes and models, Initial examination and case review, identifying customized Drone, Drone adaptability and modifications, Evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools, Extracting removable storage mediums, Preservation of evidence data location techniques and tools.	ng damage or ons, Extraction
FORENSIC TOOLS FOR DRONES	(11 Hours)
ANTI-FORENSIC TECHNIQUES	(06 Hours)
Artifact Wiping (Tools-Eraser & BC Wipe), Data Hiding (Relocation of Data,	Altering File
Extensions), Signature Analysis of Files, Steganography, Trial Obfuscation (Modific Timestamps altering), Attack on Computer Forensic Tools & Processes (DoS attack)	-
Practicals will be based on the coverage of the above topics separately.	(30 Hours)

3.	Books Recommended
1	Jay Gundlach, "Designing Unmanned Aircraft Systems: A Comprehensive Approach", AIAA Education Series, 2012.
2	Joakim Kävrestad, Marcus Birath, Nathan Clarke, "Fundamentals of Digital Forensics A Guide to Theory, Research and Applications", Third Edition, Springer, 2024.
3	Greg Gogolin, "Digital Forensics Explained", CRC Press, 2021.
4	Ministry of Civil Aviation, "The Drone Rules", 2021.
5	Information Technology Act 2000 (amendment 2008).

AD	DITIONAL REFERENCE BOOKS
1	Randal W. Beard and Timothy W. McLain: Small Unmanned Aircraft: Theory and Practice, Princeton University Press, 2012.
2	Interpol Framework for Responding to a Drone Incident for First Responders and Digital Forensics Practitioners.
3	Atkinson, Carr, Shaw and Zargari, Drone Forensics: The Impact and Challenges, 2020.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

4	Sachi Nandan Mohanty, J.V.R. Ravindra, G. Surya Narayana, Chinmaya Ranjan Pattnaik, Y. Mohamed Sirajudeen, Drone Technology: Future Trends and Practical Applications, Scrivener Publishing, 2023.
5	Sowmya Viswanathan Zubair Baig Digital Forensics for Drones: A Study of Tools and Techniques, Springer International Conference on Applications and Techniques in Information Security. Available: https://link.springer.com/conference/atis
6	S. N. Mohanty, J.V.R. Ravindra, G. Surya Narayana, C.R. Pattnaik and Y. Mohamed Sirajudeen, Drone Technology https://doi.org/10.1002/9781394168002.fmatter

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE) SOFTWARE SECURITY	Scheme	L	Т	Р	Credit
CS454 (Elective)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Have a knowledge of the basic concepts and problems of memory unsafe and memory safelanguages
CO2	Be able to use the concepts to detect security vulnerabilities and prevent them.
CO3	Be able to analyze/interpret program code for doing Static and Dynamic Security Testing.
CO4	Be able to design the new software with the security features builtin rather than reliance on thesecurity software.
CO5	Be able to use the concepts of information security to prevent security design faults.

2.	Syllabus	
	INTRODUCTION	(03 Hours)
	Introduction to the course. Review of Software Engineering Concepts. SDLC. Softwie. NFRs. Security as a Software Quality. Review of Information Security concepts SDLC. Information Security vs. Application Security. The concept of Software Securit Software. Terminologies: Bug, Defect, Vulnerability, Exploit. The trinity of trouble Software Security viz. Connectivity, Extensibility and Complexity. Studies of various due to Insecure software. Model Based Security Engineering, Three Pillars of Softw Security in Software Development Lifecycle (SSDLC).	s. Security in by vs Security es to ensure catastrophes
	SECURITY ATTACKS AND TAXONOMY OF SECURITY ATTACKS	(03 Hours)
	Self-study: Review of basic Information Security concepts. The CIA triade. Different Security & Privacy. ITU-T's X.800 document: Security architecture for Open System Attributes, Mechanisms and Attacks. Cryptography: SKE and PKC. Block ciph paradigms: Feistel and the Substitution PErmutation Networks. The AES Decryption & the associated mathematics. The RSA PKC cipher. Attacks an Attackers: Attacks — Types, Methods. Attacks in each phase of software life cycle. for attackers, Methods for attacks: Malicious code, Hidden software mechan Engineering attacks, Physical attacks. Non-malicious dangers to software.	ems.Security ers. Design Encryption d Types of Motivation
	OVERVIEW OF CODE ANALYSIS TECHNIQUES:	(05 Hours)
	Overview of Code Analysis Techniques: Software Verification and Validation. Apanalyze software code. Non-execution based testing. Static analysis. Static A	-

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

Modeling. Attacks in each phase of software life cycle. Attack Taxonomy in Intern and Cyber Physical Systems. Attack Trees. Attack Trees for BGP, PGP. PGP. Revie Patterns in SE and Multi-tier architecture. The Attack Patterns, Illustrations, Attack Profiles from Attack Patterns. Usage of Attack Profiles. Using Attack Patterns. Case Studies. THREAT MODELLING & SECURE SOFTWARE DESIGN-II Abuse Cases. The UML Misuse Cases. Using Attack Patterns to generate a UML Model and Anti-requirements. Finite State Machines for Security Requirements. Security Patterns. Architectural Risk Analysis Using UMLSec and/OR SecureUML for Secure Specifications. Introduction to Penetration Testing. Practicals will be based on the coverage of the above topics separately.	w of Design ack Profiles ns in Attack (06 Hours Abuse Case ase Studies
and Cyber Physical Systems. Attack Trees. Attack Trees for BGP, PGP. PGP. Revie Patterns in SE and Multi-tier architecture. The Attack Patterns, Illustrations, Attack Profiles from Attack Patterns. Usage of Attack Profiles. Using Attack Pattern Profiles. Generating Attack Patterns. Case Studies. THREAT MODELLING & SECURE SOFTWARE DESIGN-II Abuse Cases. The UML Misuse Cases. Using Attack Patterns to generate a UML Model and Anti-requirements. Finite State Machines for Security Requirements. Security Patterns. Architectural Risk Analysis Using UMLSec and/OR SecureUML.	w of Design ack Profiles ns in Attack (06 Hours Abuse Case ase Studies
and Cyber Physical Systems. Attack Trees. Attack Trees for BGP, PGP. PGP. Revie Patterns in SE and Multi-tier architecture. The Attack Patterns, Illustrations, Attack Profiles from Attack Patterns. Usage of Attack Profiles. Using Attack Patterns Profiles. Generating Attack Patterns. Case Studies. THREAT MODELLING & SECURE SOFTWARE DESIGN-II	w of Design ack Profiles ns in Attack
and Cyber Physical Systems. Attack Trees. Attack Trees for BGP, PGP. PGP. Revie Patterns in SE and Multi-tier architecture. The Attack Patterns, Illustrations, Attack Profiles from Attack Patterns. Usage of Attack Profiles. Using Attack Patterns. Profiles. Generating Attack Patterns. Case Studies.	w of Design ack Profiles ns in Attack
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Integrating Security into SDLC. Secure development cycle activities and practices UML, Usecase modelling - Usecases, Sequence Diagram, Collaboration Diagram. of Kerberos and SET through Sequence Diagram. Secure Design: Risk Manageme	Illustrations
THREAT MODELLING & SECURE SOFTWARE DESIGN-I	(08 Hours
Secure Programming-II: OWASP Top 10 Proactive Controls: C1: Define Security Re C2: Leverage Security Frameworks and Libraries. C3: Secure Database Access: Secure Database Access: Secure authentication, secure communication. C4: Encode and Escape Data, C5: Inputs, C6: Implement Digital Identity, C7: Enforce Access Controls, C8: Februywhere, C9: Implement Security Logging and Monitoring, C10: Handle Alexceptions.	SQL injection onfigurations : Validate A Protect Dat
SECURE PROGRAMMING-II	(10 Hours
Secure Programming-I: Fundamentals. Risk Management & Threat Modeling B Modeling using STRIDE. Trust Boundaries. Applying Threat Modeling in Use-cases secure software: The concept of OWASP Top 10 Proactive Controls. OWASP Top 1 OWASP top 10 vulnerabilities. OWASP Application Security Verification StandoWASP Software Assurances Maturity Model (SAMM), Building Security and Ma (BSMM). Introduction to Security Vulnerabilities. Taxonomy of Security Vu (@Fortiy, @OWASP etc.)	s. Developin 0 Project i.e dard (ASVS turity Mode
SECURE PROGRAMMING-I:	(10 Hours
	anding stac
verification technique. The errors corrected by Static Analysis. Review of the Synop Static Analysis. Static Analysis using the tools Splint, FlawFinder, Clang and Son Introduction to Stack Analysis. Using GNU debugger to analyze the stack underst semantics.	arLint/Qube

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

3.	Books Recommended
1	Michael Howard, David LeBlanc, "Writing Secure Code", Microsoft Press, 2 nd Edition. 2004.
2	McConnell Steve, "Code Complete (Developer Best Practices)", Kindle Edition, Microsoft Press, 2 nd Edition, 2004.
3	Edward Skoudis, Tom Liston, "Counter Hack Reloaded: A Step-by-Step Guide to Computer Attacks and Effective Defenses", 2nd Edition, December 2005.
4	Mark G. Graff, Kenneth R.Van Wyk, "Secure Coding: Principles and Practices", O'Reilly Media Inc., June 2003.
5	Gary McGraw, "Software Security: Building Security In", Addison-Wesley, January 2006.

ADDITIONAL REFERENCE BOOKS

1 Hacking Exposed 7: Network SecuritySecrets & Solutions, Stuart McClure, Joel Scambray, George Kurtz, McGraw-Hill Osborne Media.

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

B.Tech. III/IV (CSE) SYSTEM ANALYSIS AND SIMULATION	Scheme	L	Т	Р	Credit
CS455 (Elective)		3	0	2	04

1.	Course Outcomes (COs):
	At the end of the course, the students will be able to
CO1	Acquire knowledge about the important elements of discrete event simulation and modellingparadigm.
CO2	Interpret the model and apply the results to resolve critical issues in a real world environment.
CO3	Identify and analyse the system requirements using various system analysis techniques.
CO4	Use computer simulation software to solve and interpret the results.
CO5	Develop skills to apply simulation software to construct and execute goal-driven system models.

2.	Syllabus				
	INTRODUCTION	(09 Hours)			
	Introduction, Organizational and Business Context of System Development.				
	APPROACHES TO SYSTEMS DEVELOPMENT AND PROJECT MANAGEMENT	(10 Hours)			
	System Development Methodologies, Models, Tools and Techniques for Developing C Software.				
	SYSTEM ANALYSIS ACTIVITIES	(10 Hours)			
Define, Prioritise, and Evaluate Requirements of an Information System as well Generaland Detailed Models that Specify the System Requirements.					
	ESSENTIALS OF SYSTEM DESIGN	(09 Hours)			
	Describe, Organize and Structure the Components of a System, Including Decisions About t System's Hardware, Software, and Network Environment, Designing Effective User and System Interfaces Considering Human-Computer Interaction Principles.				
	ADVANCE SYSTEM DESIGN CONCEPTS	(07 Hours)			

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

	Apply Object-Oriented Design in Order to Build Detailed Models that Assist Programmers in Implementing the System, Store and Exchange Data in the System by Considering Database Management and Security Issues, and Creating Database Models and Controls, Making the System Operational.				
-	Practicals will be based on the coverage of the above topics separately. (30 Hours)				
	(Total Contact Time: 45 Hours + 30 Hours = 75 Hou				

3.	Books Recommended
1	John W. Satzinger, Robert B. Jackson, Stephen D. Burd, "Systems Analysis and Design in a Changing World", 7/E, Boston, USA: Thomson Course Technology, 2016.
2	Averill M. Law, "Simulation modelling and analysis (SIE)", 5/E, Tata McGraw Hill India, 2015.
3	David Cloud, Larry Rainey, "Applied Modelling and Simulation", Tata McGraw Hill, India.
4	Gabriel A. Wainer, "Discrete-event modelling and simulation: a practitioner's approach", 1st Edition, CRC Press, 2009.
5	Bernard P. Zeigler, Herbert Praehofer, Tag Gon Kim, "Theory of modelling and simulation: integrating discrete event and continuous complex dynamic systems", 2nd Edition, Academic Press, 2000.

ADDITIONAL REFERENCE BOOKS 1 Walter J. Karplus, George A. Bekey, Boris Yakob Kogan, "Modelling and simulation: theory and practice", 1st Edition, Springer, 2003.

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE) SECURITY IN CYBER PHYSICAL SYSTEMS	Scheme	L	Т	Р	Credit
CS456 (Elective)		3	0	0	03

1.	Course Outcomes (COs): At the end of the course, students will be able to					
CO1	Understand the concept of resource constrained devices, their characteristics, their applications and the constraints under which they operate, the applications of the advanced key management techniques viz. Attribute Based Encryption, Identity Based Encryption, Function Encryption and their applications.					
CO2	Apply the knowledge of the security vulnerabilities with respect to various Denial of Servic attacks at the Network Layer in CPSs as well as that in the Routing protocols for the MANETS designing typical link layer security architecture for CPSs and the design of the light weigh ciphers for the WSNs.					
CO3	Analyze the security of the end-to-end classical symmetric and asymmetric homomorphic encryption algorithms — partially additive and multiplicative algorithms viz. Castellucia, Doming- Ferrer, Stepheen Peter, RSA, El Gammal, Paillier, Okamoto-Uchiyama algorithms.					
CO4	Evaluate the advanced key management techniques viz. Attribute Based Encryption, Identi- Based Encryption, Function Encryption and their applications.					
CO5	Design the security mechanisms suitable for resource constrained devices viz. those for data and entity authentication, confidentiality, protection against replays, key deployment algorithm for the hop-by-hop as well as end-to-end Secure Data Aggregation protocols.					

2.	Syllabus						
	INTRODUCTION						
	Review of the Network Security Concerns. Fundamental Network Security Three Network Security Threats. Network Security Vulnerabilities, their types: Vulnerabilities, Configuration Vulnerabilities, Security policy Vulnerabilities. Type Security Attacks.						
	UBIQUITOUS & PERVASIVE COMPUTING PARADIGM FOR EMBEDDED SECURITY (06 Hou						
	Introduction to ubiquitous and pervasive computing paradigm. Motivation for the Cyber Physical Systems (CPS), the actors of a typical CPS viz. the wireless sensor nodes & the RF devices, the Wireless Sensor Networks (WSNs). Typical configurations, Typical Applications the WSNs/RFIDs. Case studies of real-world applications. Deployment models, Characteristic Security Issues in the Cyber Physical Systems, Typical Attacks including the Denial of Servi Attacks and the Countermeasures.						

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

SECURE DATA AGGREGATION	(12 Hours)		
The Concept of In-network processing and Data Aggregation. Motivation for to Security architecture in Cyber Physical Systems. Design Issues for Link Layer Security Sensor Networks. Case studies of the hop-by-hop security architectures viz. Tiny FlexiSec. Use of any appropriate simulator. End-to-end security architecture for W Networks.	rity in Wireless ySec, MiniSec,		
END-TO-END SECURE DATA AGGREGATION & ALGORITHMS	(12 Hours)		
Use of Partial Homomorphic Encryption Algorithms – Case studies. Additive and Homomorphic Encryption algorithms. Robustness and Resilient Concealed Data Different approaches to offer data integrity viz. using conventional MAC - Ag Homomorphic MAC, Hybrid Secure Data Aggregation. Malleability Resilient Co Aggregation	Aggregation: gregate MAC,		
SECURITY OF THE ROUTING PROTOCOLS IN MANETS	(02 Hours)		
Routing Protocols for MANETS, Their Security vulnerabilities, Typical Solutions. S AODV protocol – typical mitigation to counter Black-hole attacks ON AODV.	Security of the		
THE KEY MANAGEMENT IN THE EMBEDDED SYSTEMS	(04 Hours)		
Public Key Infrastructure in Wireless Sensor Networks, The TinyPK protocol as a case st Public Key Infrastructure in Wireless Sensor Networks, The Merkle-Hellman tree by approach for key validation. Attribute Based Encryption and its motivation for Embed Systems. Identity-based encryption and Functional encryption, motivation and case studies			
THE TINY CIPHERS	(02 Hours)		
Understanding and analyzing the design of the STATE OF THE ART tiny cipher devices and the RFID devices.	rs for the tiny		
THE INTERNET OF THINGS SECURITY	(05 Hours)		
The Security and Privacy Issues in IoT Systems. Overview of the IoT Protocols. S RPL protocol. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. The IoT Security Protocols viz. ZigBee, Bluetooth, 6LowPAN, RPL. ZigBee, 6LowPAN,	-		
(Total Contact Time: 45 Hou	rs = 45 Hours)		

3.	Books Recommended
1	Frank J. Furrer, "Safety and Security of Cyber-Physical Systems", 2022.
2	Rajeev Alur, "Principles of Cyber-Physical Systems", 2015.
3	The research papers prescribed in the class.

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE)	Scheme	L	Т	Р	Credit
DEEP LEARNING CS457		3	0	2	04
(Elective)					

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand fundamental principles, theory and approaches for learning with deep neural networks.
CO2	Learn different types of Neural Network and Deep Neural Networks.
CO3	Apply NN and DNN for various learning tasks in different domains.
CO4	Evaluate various NN and DNN by performing complex statistical analysis for DL techniques.
CO5	Design DL algorithms for real-world problems.

2.	Syllabus	
	INTRODUCTION TO DEEP LEARNING	(02 Hours)
	Basics of Human learning, Attributes of learning algorithms, Application techniques, Types of Learning algorithms, Basics of Deep learning.	ns, Learning
	NEURAL NETWORKS BASICS	(08 Hours)
	Biological Neuron, Idea of Computational Units, Output vs Hidden Layers; Linear Networks, McCulloch–Pitts Model, Thresholding Logic, Linear Perceptron, Percept Algorithm, Linear Separability. Convergence Theorem for Perception Learning Learning via Gradient Descent, Logistic Regression, Back Propagation Models, Model Empirical Risk Minimization, Regularization, Auto Encoders, Continuous Distributions; MaximumLikelihood, Cost Functions, Hypotheses and Tasks; Training Entropy, Bias-variance Trade Off, Regularization, Activation Function: Sigmoid Softmax; Types of Neural Network: Feed Forward Neural Network, Radial Basis Functions, Convolution Neural Network, Recurrent Neural Network(RNN) Long Memory, Modular Neural Network; Simple Word Vector Representations: Word29	otion Learning and Algorithm, Feed Forward and Discrete and Data; Cross , Tanh, RELU, anction Neural g Short Term
	DEEP NEURAL NETWORKS	(12 Hours)
	Deep Learning Models: Restricted Boltzmann Machines, Deep Belief Nets, C Model; Deep Neural Networks: Difficulty of Training Deep Neural Networks, Gree Training; Better Training of Neural Networks: Newer Optimization Methods Networks (Adagrad, Adadelta, Rmsprop, Adam, NAG), Second Order Methods Saddle Point Problem in Neural Networks, Regularization Methods	dy Layerwise s for Neural

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(Total Contact Time: 45 Hours + 30 Hours	= 75 Hours)
Practicals will be based on the coverage of the above topics.	(30 Hours)
Vision, NLP, Speech; Deep Learning Platforms and Software Libraries:-H2O.ai, Dato Theano, Caffe, TensorFlow etc.	oGraphLab,
APPLICATIONS	(08 Hours)
Auto Encoders (Standard, Denoising, Contractive, etc), Variational Auto Encoders, A Generative Networks, Maximum Entropy Distributions, Guest Lecture, Generative A Networks, Multi-task Deep Learning, Multi-view Deep Learning.	
RECENT TRENDS	(12 Hours)
Bidirectional RNNs ;Convolution Neural Networks: LeNet, AlexNet; Generative Restrictive Boltzmann Machines (RBMs), Introduction to MCMC and Gibbs Sampling Computations in RBMs, Deep Boltzmann Machines.	ve models:
Drop Connect, Batch Normalization);Recurrent Neural Networks: Back P Through Time, Long Short Term Memory, Gated Recurrent Units, Bidirection	. •

3.	Books Recommended
1	Ian Goodfellow and Yoshua Bengio and Aaron Courville, "Deep Learning (Adaptive Computation
	and Machine Learning series)", MIT Press, 2016.
2	Russell, S. and Norvig, N. "Artificial Intelligence: A Modern Approach", 4/E, Prentice Hall Series
	in Artificial Intelligence Pearson, 2022.
3	Christopher M. Bishop, "Pattern Recognition and Machine Learning (Information Science and
	Statistics)", 3rd Edition, Springer, 2016.
4	Raúl Rojas, "Neural Networks - A Systematic Introduction", 2nd Edition, Springer-Verlag, Berlin,
	New-York, 2013.
5	Nikhil Buduma, Nicholas Locascio, "Fundamentals of Deep Learning: Designing Next-Generation
	Machine Intelligence Algorithms", 2nd Edition, O'reily, 2022.

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE)	Scheme	L	Т	Р	Credit
MACHINE LEARNING FOR SECURITY CS458		3	0	2	04
(Elective)					

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand the limitations of the conventional security software in the wake of medie learning based attacks on the security software
CO2	Apply the concepts machine learning based intrusion detection to analyze the IDSs.
CO3	Analyze the malware analysis and mitigation-based solutions for the probable threats therein.
CO4	Evaluate different machine learning techniques for malware analysis, network analysis.
CO5	Design the threat models based on machine learning approaches for network analysis.

2.	Syllabus		
	INTRODUCTION & REVIEW OF THE MACHINE LEARNING BASICS	(01 Hour)	
	Review of the basic concepts in Linear Algebra, Probability and Statistics. Introduced ML techniques. Machine Learning problems viz. Classification, Regression, Association rule learning, Structured output, Ranking. The Supervised and U learning algorithms. Linear Regression, Gradient descent for convex function Regression and Bayesian Classification Support Vector Machines, Decision Tree as Forest, Neural Networks, DNNs, Ensemble learning. Principal Components A supervised learning algorithms: K-means for clustering problems, K-NN (k nearest A-priori algorithm for association rule learning problems. Generative vs Dilearning. Empirical Risk Minimization, loss functions, VC dimension. Data (Train/test/Validation), cross-validation, Biases and Variances, Regularization.		
	OVERVIEW OF THE ML APPLICATIONS IN SECURITY	(01 Hour)	
	Introduction to Internet architecture. Applications of machine learning to network security. Overview of real-world case studies viz. Intrusion Detection System Approaches (Signature-Based Approach, Anomaly-Based Approach), Intrusion Prevention, Phishing Detection, Privacy Preservation, Spam Detection, Risk Assessment, Malware Detection. Adversarial Machine Learning. Supervised learning examples: Spam filtering, phishing. Unsupervised learning examples: Anomaly detection.		
	PRIVACY PRESERVATION IN MACHINE LEARNING APPLICATIONS	(08 Hours)	

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Privacy Preservation, What is Privacy? Data Privacy. Machine Learning in Privacy Preservation: Four Main stakes to Privacy preservation in ML. Two principle approaches: (a) Augmenting the ML techniques with the conventional approaches in the domain of privacy preservation to achieve privacy viz. Homomorphic Encryption, Secret Multiparty Computations, Zero Knowledge Proofs, Perturbation techniques (e.g. differential privacy), Anonymization techniques (e.g.)k-Anonymity, I-Diversity) (b) ML-specific approaches like Federated Learning OR Ensemble Learning. Homomorphic Encryption Algorithms and the associated mathematics. Ethical issues and Law for data / process privacy: GDPR, Alexa, other relevant applications

MACHINE LEARNING IN NETWORK PROTECTION-I

(06 Hours)

ML in Network Protection-II: Misuse Detection & Supervised Machine Learning for Intrusion Detection: Background & Review, Intrusion Detection taxonomies Machine Learning and Intrusion Detection, Review of the metrics to evaluate intrusion detectors. ML methods for MisUse/Signature Detection: Rule-based and Fuzzy Rule-based classifiers, ANN based classifiers, SVM based classifiers, Genetic Programming based classifiers. ML methods for Feature Selection in IDSs: Decision tree, Classification and Regression tree (CART), Bayesian & Naive Bayes classifier.

MACHINE LEARNING IN NETWORK PROTECTION-II

(06 Hours)

ML: Machine Learning for the Internet of Things and Advanced Persistent Threats (APT): Motivation for Security and the Privacy Issues in the Internet of Things (IoT) and the Industrial Internet of Things (IIoT). IoT Security Challenges in each layer of the IoT Protocol stack. Common Attacks, APT attacks and Threat Model Analysis in the IoT. Supervised ML methods for Network Intrusion Detection in the IoT. Unsupervised Machine Learning For Network Intrusion Detection.

MACHINE LEARNING IN NETWORK PROTECTION-III

(08 Hours)

Machine learning for Anomaly Detection: Types of Anomalies or outliers in machine learning. Motivation for machine learning for anomaly detection. Data Visualization. Supervised, Unsupervised and Semi-supervised Learning methods for Anomaly Detection. Applications of Anomaly Detection: Intrusion detection, Fraud detection, Health monitoring, Defect detection. Intrusion Detection with Heuristics. Goodness-of-fit. Host Intrusion Detection. Network Intrusion Detection. Web Application Intrusion Detection. Machine learning Algorithms for Anomaly Detection: Local outlier factor (LOF), K-nearest Neighbors, Support vector machines, DBSCAN, Autoencoders, Bayesian networks. Feature Engineering for Anomaly Detection. Anomaly Detection with Data and Algorithms. Overview of applications of Anomaly Detection: Intrusion detection, Fraud detection, Health monitoring, Defect detection. Deep Learning for Anomaly Detection.

MACHINE LEARNING IN ENDPOINT PROTECTION

(06 Hours)

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ML in Endpoint Protection: Malware Analysis: Understanding malware. Static and Dynamic Analyses. Machine Learning—Based Analysis. Motivation for ML-based Analyses. Malware Phases. Feature generation, Features to Classification. Support Vector Machine, Clustering for Malware Detection. Generalized architecture of Command & Control Malware detection systems. Anomaly-based and Signature-based Malware detection. Communication Pattern Detection. DNS Traffic Analysis. Malicious Server Detection. Classifier-Based Methods: Communication Pattern Detection, DNS Traffic Analysis, Malicious Server Detection. Clustering-Based Methods: DNS Traffic Analysis, Fast Flux Detection. Hybrid Detection Systems. Attacks against the ML algorithms for Malware Detection.

MACHINE LEARNING BASED ATTACKS & ADVERSARIAL MACHINE LEARNING.

(06 Hours)

Adversarial Machine Learning. Machine Learning Vulnerability Analysis and Threat Model: Categorizing of Attack Properties, Category of Attackers. Attacks on Machine Learning by its Security Property: Causative Attacks, Exploratory Attacks, Evasion Attacks, Data poisoning, Perturbation. Adversarial Defense Techniques. Machine Learning Based Attacks. Machine Learning Based Stealing Attack (MLBSA) methodology: Seven stages viz. Reconnaissance, Weaponization, Delivery, Exploitation, Installation, Command & Control, and Actions on Objectives. ML-based Stealing Attacks and Protections. Evasion Attacks on Classifiers: Mimicry Attack, Gradient Descent Attacks, Genetic programming-based approach for attack, Tree ensemble evasion. Evasion Attacks on Clustering: Mimicry Attack, Gradient Descent Attacks. Poisoning Attacks on Classifiers: LabelFlipping Attacks, Gradient Descent Attacks, Dictionary Attacks. Poisoning Attacks on Clustering: Bridging Attacks, Gradient Descent Attacks. Other Attacks: Attacks on ASG, Attacks on IDSs. Host-Based Evasion Techniques: Evading signatures, Evading dynamic analysis systems, Evading reputation systems. Difficulty of Applying Attacks in Malware systems. Limitations of Current Detection Approaches. Approaches for mitigating/defending against attacks.

Practicals will be based on the coverage of the above topics.

(30 Hours)

(Total Contact Time: 45 Hours + 30 Hours = 75 Hours)

3.	Books Recommended
1	Clarence Chio, David Freeman. Machine Learning and Security. Protecting Systems with Data and Algorithms, O'Reilly Media Publications. 2018
2	Marcus A. Maloof (Ed.), Machine Learning and Data Mining for Computer Security: Methods and Applications, Springer-Verlag London Limited, 2006
3	Sumeet Dua and Xian Du. Data Mining and Machine Learning in Cybersecurity. CRC Press, Taylor and Francis Group, LLC. 2011
4	Research Papers Prescribed in the class.

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B.Tech. III/IV (CSE) NATURAL LANGUAGE PROCESSING	Scheme	L	Т	P	Credit
CS459		3	0	2	04
(Elective)					

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Understand basics principles of natural language processing.
CO2	Apply machine learning techniques for NLP based different tasks.
CO3	Perform statically analysis and classification, recognition using NLP knowledge acquired.
CO4	Evaluate the performance of machine translation solutions through statistical parameters.
CO5	Design efficient solution for parser, translator and different applications based on NLP for day to day usage.

2.	Syllabus			
	INTRODUCTION	(04 Hours)		
	Human Languages, Language Models, Computational Linguistics, Ambiguity and in Language, Processing Paradigms, Phases in Natural Language Processing, Basic Toverview of Different Applications, Regular Expressions and Automata, Transducers and Morphology, Automata, Word Recognition, Lexicon, Morphology Models, Linguistics Resources, Introduction to Corpus, Elements in Balanced Corp			
	SYNTAX AND SEMANTICS	(08 Hours)		
	Natural Language Grammars, Lexeme, Phonemes, Phrases and Idioms, Word C Probabilistic Models of Spelling, N-grams, Word Classes and Part of Speech Ta Maximum Entropy Models, Transformation Based Tagging (TBL), Context Free G English, Features and Unification, Lexicalized and Parsing, Treebanks, Lan Complexity, Representing Meaning, Semantic Analysis, Lexical Semantics, N Disambiguation.	agging using rammars for nguage and		
	PROBBILISTIC LANUAGE MODELING	(10 Hours)		
	Statistical Inference, Hidden Markov Models, Probabilistic (weighted) Finite State Estimating the Probability of a Word, and Smoothing, Probabilistic Parsing, General of Language, Probabilistic Context Free Grammars, Probabilistic Parsing, Statistical and Machine Translation, Clustering, Text Categorization, Viterbi Algorithm for F	tive Models Il Alignment		

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Likely HMM Path.	
PRAGMATICS	(06 Hours)
Discourse, Dialogue and Conversational Agents, Natural Language Generation Translation, Dictionary Based Approaches, Reference Resolution, Algorithm Resolution, Text Coherence, Discourse Structure, Applications of NLP- Spell-Check	for Pronoun
MACHINE TRANSLATION	(09 Hours)
Probabilistic Models for Translating One to Another Language, Alignment, Language Generation, Expectation Maximization, Automatically Discov Subcategorization, Language Modelling Integrated into Social Network Analysis Summarization, Question-Answering, Interactive Dialogue Systems.	ering Verb
ADVANCED TOPICS	(08 Hours)
Summarization, Information Retrieval, Vector Space Model, Term Weighting, Polysemy, Synonymy, Improving User Queries, Document Classification Segmentation, and Other Language Tasks, Automatically-Trained Email Statement Automatically Determining the Language, Speech Recognition.	, Sentence
Practicals will be based on the coverage of the above topics.	(30 Hours)
(Total Contact Time: 45 Hours + 30 Hour	s = 75 Hours)

3.	Books Recommended
1	Daniel Jurafsky, James H. Martin: "Speech and Language Processing", 2/E, Pearson
	Education, 2009.
2	James Allen, "Natural Language Understanding", 2/E, Addison-Wesley, 1994.
3	Christopher D. Manning, Hinrich Schutze: "Foundations of Statistical Natural Language
	Processing", 1/E, MIT Press, 1999.
4	Steven Bird, "Natural Language Processing with Python", 1st Edition, O'Reilly, 2009.
5	Jacob Perkins, "Python Text Processing with NLTK 3.0 Cookbook", 3rdEdition, Packt
	Publishing, 2014.

ADE	ADDITIONAL REFERENCE BOOKS		
1	Bharati A., Sangal R., Chaitanya V., "Natural language processing: A Paninian perspective", PHI, 2000.		
2	Siddiqui T., Tiwary U. S., "Natural language processing and Information retrieval", 1st Edition, OUP, 2008.		

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B.Tech. III/IV (CSE) NETWORK RECONNAISSANCE	Scheme	L	Т	Р	Credit
CS460 (Elective)		3	0	0	03

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Have a knowledge of the basic concepts of network, host, services and vulnerability gathering techniques employed by an attacker.
CO2	Be able to use the tools for doing network footprinting including stealth scanning.
CO3	Be able to analyze the installations for the vulnerabilities that could be exploited by an adversary.
CO4	Be able to design the secure system installations that can withstand the adversarial attacks.
CO5	Be able to extend the existing tools for network and systems protection.

2.	Syllabus		
	INTRODUCTION	(05 Hours)	
	Review of the Network Fundamentals, Network Topologies, Network Compon Networking Basics, TCP/IP Protocol Stack: DNS, SNMP, TCP, UDP, IP, ARP, RARP, ICN Ethernet, Subnet Masking, Subnetting, Supernetting. Review of the Security Basics Mechanisms and Attacks Taxonomy. The CIA Traid. Threats, Vulnerabilities, Attacks	IP protocols. s: Attributes,	
	NETWORK SECURITY CONCERNS	(04 Hours)	
	Network Security Concerns. Fundamental Network Security Threats. Types of Networks. Network Security Vulnerabilities, their types: Technological Vulnerabilities Vulnerabilities. Types of Network Security Policy Vulnerabilities.	Inerabilities,	
	INTELLIGENCE (INT) GATHERING	(08 Hours)	
	Learning about the target, its business, its organizational structure, and its business parto output the list of company names, partner organization names, and DNS names, a servers. The concepts of Search engines, Financial databases, Business reports. The WHOIS, RWHOIS, Domain name registries and registrars, Web archives and the corresponen source tools for mining these data. Cloud reconnaissance.		
	NETWORK FOOTPRINTING	(09 Hours)	

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Active & Passive Footprinting. Network and system footprinting. Tools for network footprinting. Using Search engines to find the tools. Mining the DNS host names, corresponding IP addresses, IP address ranges, Firewalls, Network maps. Use of search engines, social media, social engineering, the websites of the target organization. Using archive.org. Using Neo trace, DNS Footprinting and who is databases. Use of the contemporary tools (e.g. png, port scanners) for finding these information. Email footprinting. Email Tracking. Footprinting through Google tools. Using traceroute. Verification to confirm the validity of information collected in the prior phases. The countermeasures to prevent successful network footprinting.

SCANNING & ENUMERATION

(09 Hours)

Scanning: goals and type, overall scanning tips, sniffing with tcpdump, network tracing, port scanning. OS fingerprinting, version scanning. Identify open ports. Web Service Review Tools: Identify web-based vulnerabilities. Network Vulnerability Scanning Tools: Identify infrastructure- related security issues. The illustrative tools are Nmap, ping, AngrylP, Nikto, OpenVAS, udp-proto-scanner, Netsparker, Nessus, Masscan, SQLMap, Nexpose, Burpsuite, Qualys, HCL AppScan, Amass, wpscan, Eyewitness, WebInspect, ZAP. Stealth Scanning: Scanning Beyond an IDS. Network diagram generation using typical tools viz. Network Topology Mapper, OpManager, LANState, Friendly Pinger. Proxy Servers, The Onion Routing. http tunneling. Ssh tunneling. Anonymizers.

EXPLOITATION (10 Hours)

Network based exploitation: using tools a such as Metasploit to compromise vulnerable systems, basics of pivoting, and pilfering. Detection of IP Spoofing. Common web vulnerabilities: Cross-site scripting, OS and Command injections, Buffer overflows, SQL injection, race conditions, and such other vulnerabilities scanning and exploitation techniques, including those in OWASP Top 25. Extracting information about the user names using email IDs, the list of default passwords used by the products used at the target, user names using the SNMP protocol, user groups from Windows and the DNS zone transfer information. SuperScan. Route Analysis Tools. SNMP Enumeration. Reconnaissance Attacks and how to mitigate reconnaissance attacks.

(Total Contact Time: 45 Hours = 45 Hours)

Books Recommended John Slavio Hacking, "A Beginners' Guide to Computer Hacking, Basic Security, and Penetration Testing", 2017.

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2	Yuri Diogenes, Dr. Erdal Ozkaya, "Cybersecurity – Attack and Defense Strategies: Counter modern threats and employ state-of-the-art tools and techniques to protect your organization against cybercriminals", 2nd Edition Kindle Edition, Packt Publishing; 2nd edition, 2019.
3	Hidaia Mahmood Alassouli, "Footprinting, Reconnaissance, Scanning and Enumeration Techniques of Computer Networks", Blurb Publishers, 2021.
4	Robert Shimonski, "Cyber Reconnaissance, Surveillance and Defense" 1st Edition, Kindle Edition, Syngress; 2014.
5	Michael Sikorski, Andrew Honig, "Practical Malware Analysis: The Hands-On Guide to Dissecting Malicious Software", Kindle first Edition, 2012.

Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

B.Tech. III/IV (CSE) MOTION ANALYTICS	Scheme	L	Т	Р	Credit
CS461 (Elective)		3	0	2	04

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Acquire knowledge about bio-mechanics.
CO2	Design the solutions of motion analysis.
CO3	comprehensive overview of clinical gait analysis to those who are relatively new to the field
CO4	Analyse the motion modelling for human and robots
CO5	To understand and implement Model of Human Pose and Motion

2.	Syllabus	
	INTRODUCTION TO MATHEMATICS AND MECHANICS	(05 Hours)
	Introduction to Mathematics and Bio- Mechanics: Trigonometry and Vector, Mec Processing	hanics, Signal
	BIO-MOTION	(05 Hours)
	Introduction to Bio-Motion: Anatomy of Human Body, Motion Physiology, B Human Gait	io-Mechanics,
	HUMAN GAIT	(06 Hours)
	Anthropometry in Bio-Motion, Walking and Gait Terminologies, Movement Ana (Vision Based, Marker Based Motion Capture, Marker Less Motion Capture), Other Techniques	-
	GAIT PARAMETERS EXTRACTION METHODS	(08 Hours)
	Kinematic: Conventions, Direct Measurement Techniques Goniometer, Imaging Techniques, Processing of Raw Kinematic, Other Kinematic Variables. Kinetic: Forces and Momentum of Force, Biomechanical Models, Free body D Transducers and force Plates, EMG based motion analysis.	
	MODEL OF HUMAN POSE AND MOTION	(08 Hours)

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

m d	Object Detection, Semantic Segmentation, Instance Segmentation, Traditional Object Detectors methods, SIFT, HOG, BOW, Advance Object detectors, Landmark detection, Sliding windows detection —Bounding box predictions, YOLO, Anchor boxes, Evaluating object localization Human Body Representation, Traditional Methods: Latent Variable Models- PCA, FA, etc. Discriminative Model: Regression, Generative Model: Kalman Filter, Partial Filter.			
N	MOTION MODELLING AND SYNTHESIS USING ML APPROACHES	(06 Hours)		
	Motion Graph Inverse Kinematics Latent Variable, Supervised Techniques, echniques, Reinforcement Techniques, Human Motion Classification Methods.	Unsupervised		
G	SAIT ANALYSIS APPLICATIONS	(07 Hours)		
	linical Analysis, Sports Analysis, Biometric Gait, Gait Rehabilitation, Control lipedal Robotics: introduction and methods.	Applications,		
Р	racticals will be based on the coverage of the above topics separately.	(30 Hours)		
	(Total Contact Time: 45 Hours + 30 Hou	rs = 75 Hours)		

3.	Practicals
1	Python Frameworks Tutorial (with Jupyter and Colab) and it's Data Structures
2	Introduction to Python libraries for Data Analysis (Pandas, NumPy, Matplotlib)
3	Data Collection & Creation Using Web Scraping- Static and Dynamic Webpages
4	Exploratory Data Analytics and Feature Engineering
5	Vision based gait analysis system using passive markers; Identifying the markers positions (in an image)
6	Feature Engineering using video; Marker Detection and Classification [M1-M5]; Gap filtering the occluded frames.
7	Kinematic Parameters Estimation: Knee Angle (Passive Markers)
8	Human Detection and Marker based system occlusions: Regression
9	Marker less Gait Analysis (Kinematic Parameters Extraction) using OpenPose
10	Application of Traditional Computational Techniques in Kinetic Analysis, Biometric Gait, Sports Analysis, Bipedal gait

4.	Books Recommended
1	Michael W. Whittle, "Gait Analysis: An Introduction", 4/E, 2006.
2	Jim Richards, Churchill Livingstone, "Biomechanics in Clinic and Research", 2/E, 2018.
3	David A. Winter, "Biomechanics and Motor Control of Human Movement" 5/E, 2022.

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Sardar Vallabhbhai National Institute of Technology (SVNIT) Surat Department of Computer Science and Engineering

B.Tech. Computer Science and Engineering

Five Years Integrated M.Sc. Physics M.Sc. II Semester – IV	Scheme	L	Т	Р	Credit
DATA STRUCTURES CS102		3	1	2	05

1.	Course Outcomes (COs): At the end of the course, students will be able to
CO1	Recognize the need of different data structures and understand its characteristics.
CO2	Apply different data structures for given problems.
CO3	Design and analyze different data structures, sorting and searching techniques.
CO4	Evaluate data structure operations theoretically and experimentally.
CO5	Solve for complex engineering problems.

2.	Syllabus	
	BASICS OF DATA STRUCTURES	(02 Hours)
	Review of Concepts: Information and Meaning, Abstract Data Types, Internal Rep Primitive Data Structures, Arrays, Strings, Structures, Pointers.	resentation of
	LINEAR LISTS	(06 Hours)
	Sequential and Linked Representations of Linear Lists, Comparison of Insertion, Search Operations for Sequential and Linked Lists, Doubly Linked Lists, Circular Standard Template Library (STL), Applications of Lists.	
	STACKS	(06 Hours)
	Sequential and Linked Implementations, Representative Applications such Expression Evaluation Viz., Infix, Prefix and Postfix, Parenthesis Matching, Towers Routing in a Circuit, Finding Path in a Maze.	
	QUEUES	(06 Hours)
	Operations of Queues, Circular Queue, Priority Queue, Dequeue, Application Simulation of Time Sharing Operating Systems, Continuous Network Monitoring	-
	SORTING AND SEARCHING	(04 Hours)

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Sorting Methods, Bubble Sort, Selection Sort, Quick Sort, Radix Sort, Bucket Sort Hashing, Analysis of Collision Resolution Techniques, Searching Methods, Linear S	
Search, Character Strings and Different String Operations.	
TREES	(08 Hours)
Binary Trees and Their Properties, Terminology, Sequential and Linked Impleme Traversal Methods and Algorithms, Complete Binary Trees, General Trees, AVL Trees, Arithmetic Expression Evaluation, Infix-Prefix-Postfix Notation Conversi Priority Queues, Heap Implementation, Insertion and Deletion Operations, Heap Huffman Coding, Tournament Trees, Bin Packing.	ees, Threaded on, Heaps as
MULTIWAY TREES	(04 Hours)
Issues in Large Dictionaries, M-Way Search Trees, B Trees, Search, Insert and Dele Height of B-Tree, 2-3 Trees, Sets and Multisets in STL.	te Operations,
GRAPHS	(06 Hours)
Definition, Terminology, Directed and Undirected Graphs, Properties, Connective Applications, Adjacency Matrix and Linked Adjacency Chains, Graph Traversal, Bree Depth First Traversal, Spanning Trees, Shortest Path and Transitive Closure, Active Topological Sort and Critical Paths.	adth First and
Tutorials will be based on the coverage of the above topics separately.	(15 Hours)
Practicals will be based on the coverage of the above topics separately.	(30 Hours)
(Total Contact Time: 45 Hours + 14 Hours + 30 Hou	rs = 89 Hours)

3.	Tutorials
1	Problems on Array
2	Problems on Stack and Queue
3	Problems on Linked List
4	Problems on Trees
5	Problems on Graph

Subject Code: ##nXX; ##: Department Identity, n: Year, XX: Subject Sequence number XX: last digit 0 (subject offered in both ODD and EVEN semesters, XX: 01 to 30 – last digit ODD and EVEN for ODD and EVEN semesters (Mandatory Core), XX: 31 to 50 (Optional Core), XX: 51 to 99 (Elective), Subjects list for Minor and Honor (M/H#1-4), Subjects list for Specialization track (#1-4) EG: Engineering Subject, SC: Science Subject (offered combinedly by departments) (SVNIT Surat)

4.	Practicals
1	Implementation of Array and its applications
2	Implementation of Stack and its applications
3	Implementation of Queue and its applications
4	Implementation of Link List and its applications
5	Implementation of Trees and its applications
6	Implementation of Graph and its applications
7	Implementation of Hashing function and collision resolution techniques
8	Mini Project (Implementation using above Data Structure

5.	Books Recommended
1	Trembley and Sorenson, An Introduction to Data Structures with Applications, 2nd Edition, Tata McGraw Hill, 1991.
2	Tanenbaum and Augenstein, Data Structures using C and C++, 2nd Edition, Pearson, 2007.
3	Horowitz and Sahani, Fundamentals of Data Structures in C, 2nd Edition, Silicon Press, 2007.
4	T. H. Cormen, C. E. Leiserson, and R. L. Rivest, Introduction to Algorithms, 3rd Edition, MIT Press, 2009.
5	Robert L. Kruse, C. L. Tondo and Brence Leung, Data Structures and Program Design in C, 2nd Edition, Pearson Education, 2001.